WRITE YOUR OWN PROGRAM

ADVANCED GRAPHICS

HAUNTED HOUSE

FOR COMMODORE 64 AND APPLE IIe COMPUTERS

ADVANCED GRAPHICS

WRITE YOUR OWN PROGRAM

THIS NEW SERIES INTRODUCES THE ART OF PROGRAMMING YOUR COMPUTER. EACH BOOK SHOWS HOW TO STRUCTURE A PROGRAM INTO ROUTINES, AND AT THE SAME TIME EXPLAINS AND ANALYZES WHAT EXACTLY YOU ARE ASKING THE COMPUTER TO DO AND WHY.

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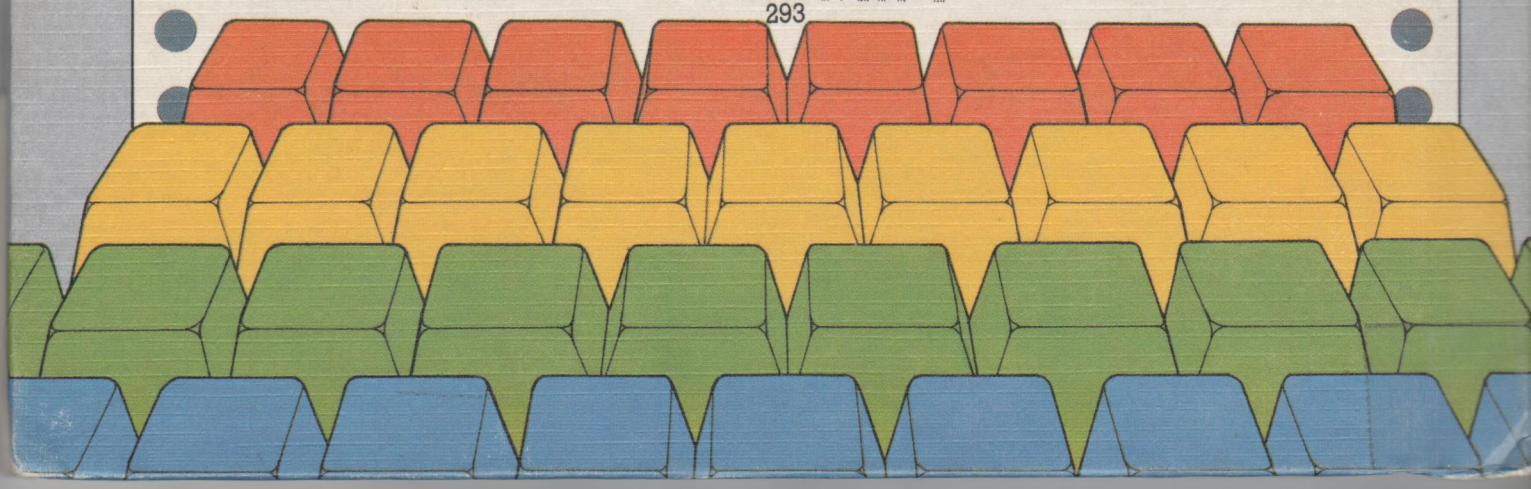
A GLOUCESTER PRESS LIBRARY EDITION
ISBN 0-531-17013-6



First published in
Great Britain in 1985 by
Franklin Watts
12a Golden Square
London W1

First published in the
United States in 1985 by
Gloucester Press

Printed in Belgium

ISBN 0 531 17013 6

Library of Congress
Catalog Card Number: 85 709 54

WRITE YOUR OWN PROGRAM

COMPUTER ANIMATION

Marcus Milton

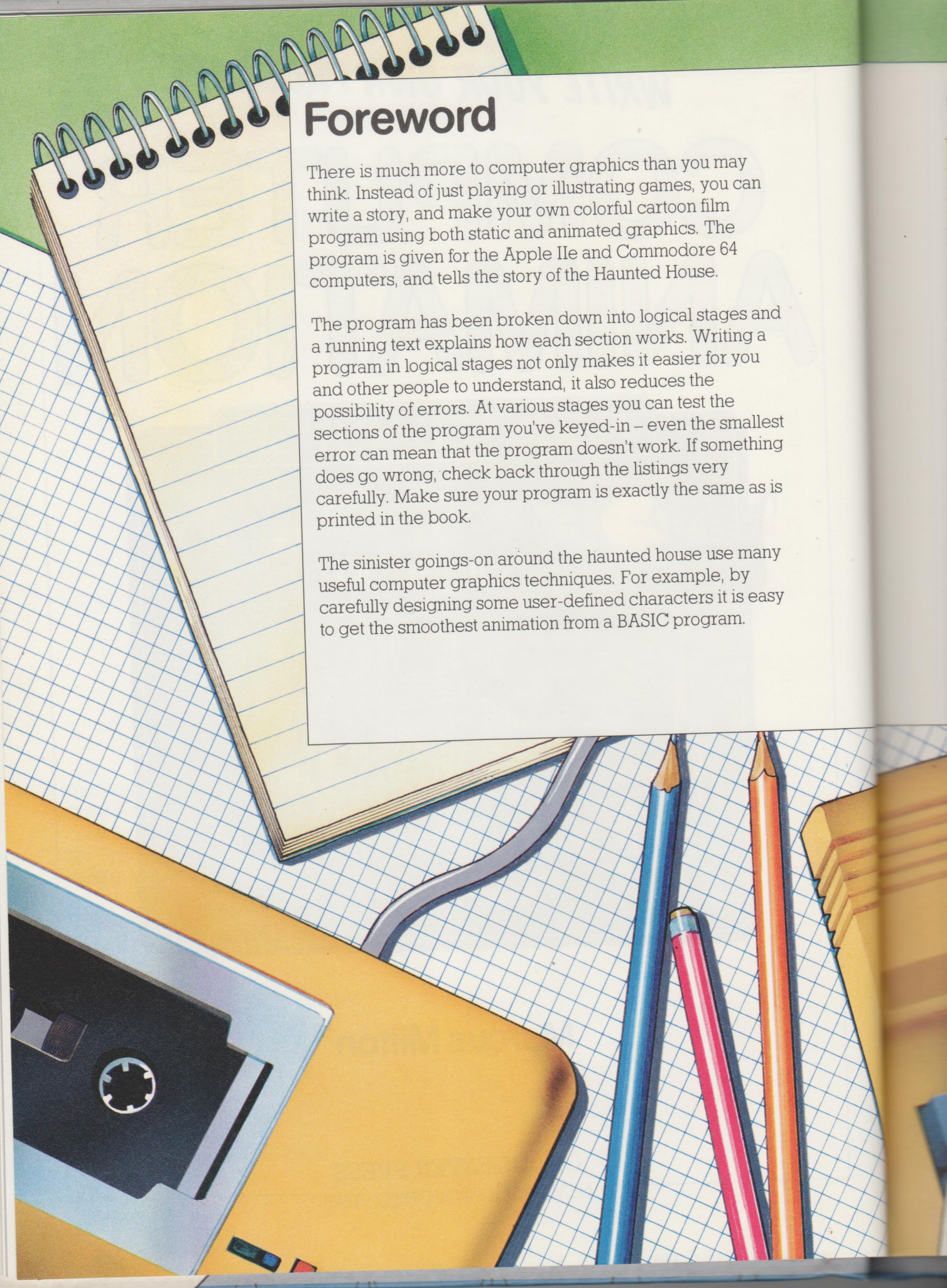
GLOUCESTER PRESS
NEW YORK · TORONTO · 1985

Foreword

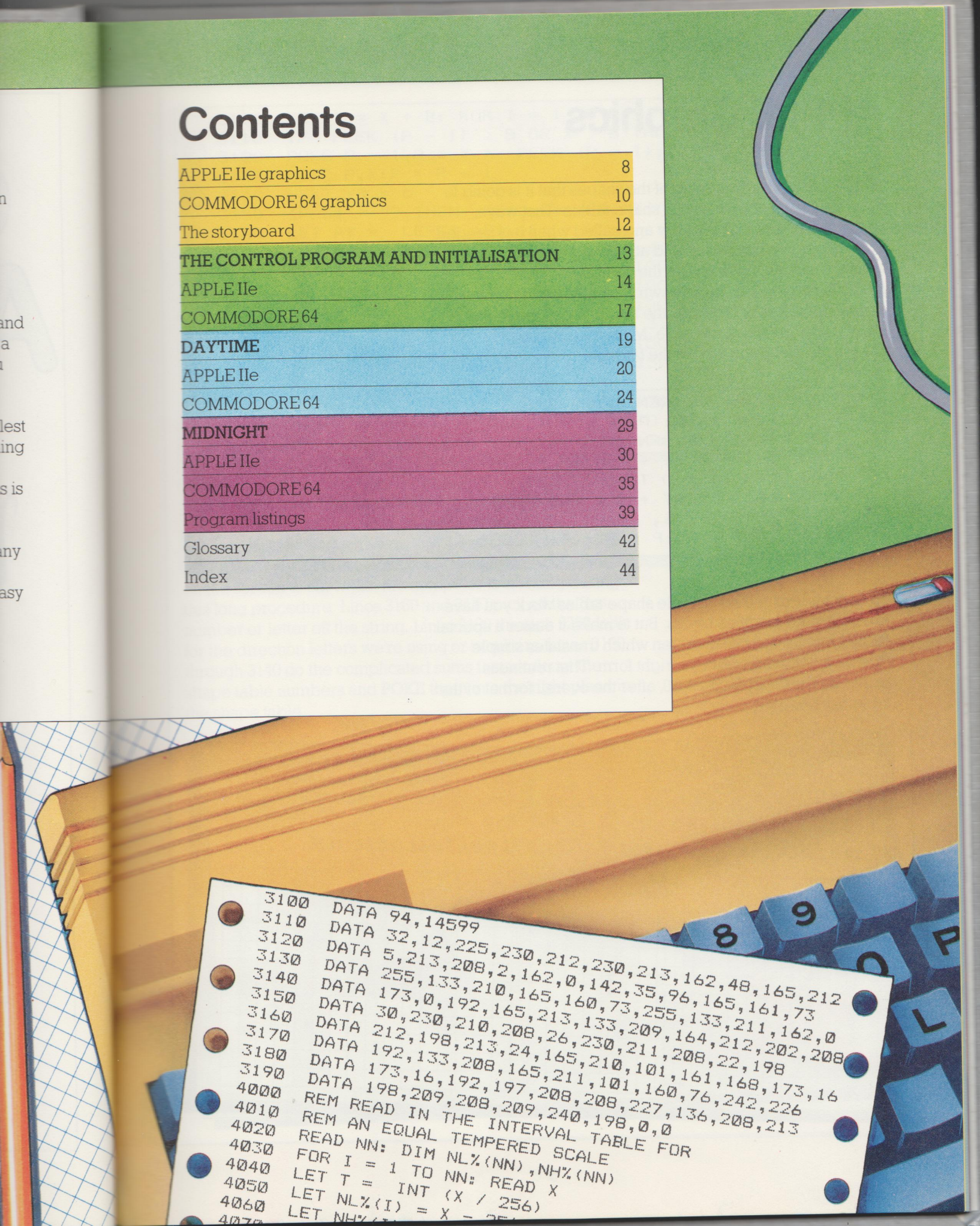
There is much more to computer graphics than you may think. Instead of just playing or illustrating games, you can write a story, and make your own colorful cartoon film program using both static and animated graphics. The program is given for the Apple IIe and Commodore 64 computers, and tells the story of the Haunted House.

The program has been broken down into logical stages and a running text explains how each section works. Writing a program in logical stages not only makes it easier for you and other people to understand, it also reduces the possibility of errors. At various stages you can test the sections of the program you've keyed-in – even the smallest error can mean that the program doesn't work. If something does go wrong, check back through the listings very carefully. Make sure your program is exactly the same as is printed in the book.

The sinister goings-on around the haunted house use many useful computer graphics techniques. For example, by carefully designing some user-defined characters it is easy to get the smoothest animation from a BASIC program.



Contents



APPLE Graphics

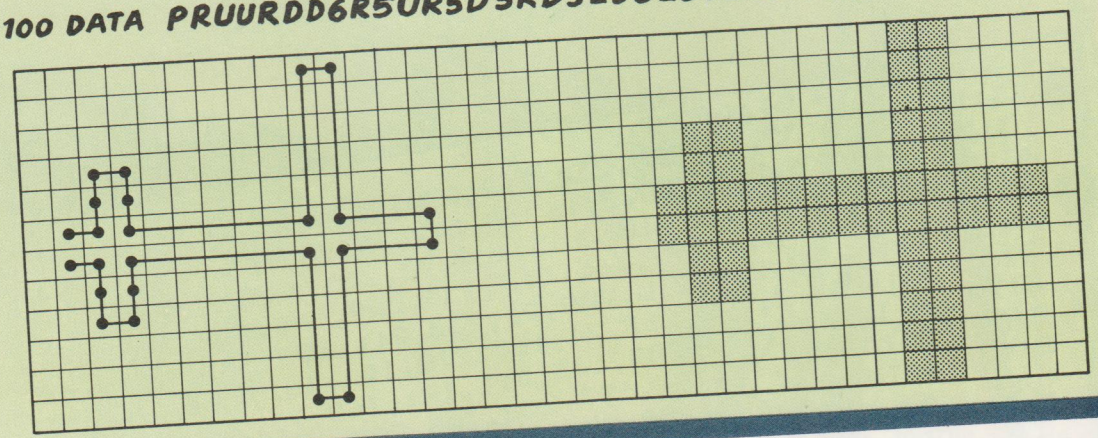
The Apple stores the details of the shapes that it is going to draw on the screen in special shape tables. That way a shape can be put into memory and called when it is needed. The shapes are numbered and at the beginning of the shape table there is an index so that the computer can find the particular shape you want drawn. The index contains the number of memory locations the beginning of the shape is away from the start of the table. Memory locations 232 and 233 tell the computer where the table is.

```
3000  READ SN: REM SHAPE TABLE SET UP
3010  POKE P,SN: POKE P + 1,0:ST = P + 2
3020  POKE 232, FN MOD(P): POKE 233, INT (P / 256)
3030  LET P = ST + 2 * SN
3040  FOR SS = 0 TO SN - 1:T = P - ST + 2
3050  LET A = ST + 2 * SS: POKE A, FN MOD(T)
3060  POKE A + 1, INT (T / 256):D$ = "":R = 0
3070  POKE P,25:P = P + 1: GOSUB 3150: NEXT : RETURN
```

To fully understand how Apple shape tables work you have to understand machine codes. But to make it easier a special BASIC routine has been written which translates simple direction commands into the right form. That routine is called by the **GOSUB** line 3070, after the overall format of the table has been set.

THE APPLES' SHAPE TABLES ARE MADE UP OF VECTORS. THESE ARE INSTRUCTIONS **L** MEANS GO LEFT, **R** MEANS GO RIGHT, **U** MEANS GO UP AND **D** MEANS GO DOWN. A **P** BEFORE THESE DIRECTIONS PRINTS ON THE SCREEN, AN **M** MOVES WITHOUT PRINTING. **E** MEANS END.

100 DATA PRUURDD6R5UR5D3RD3L5DL5U6LDDLUULE

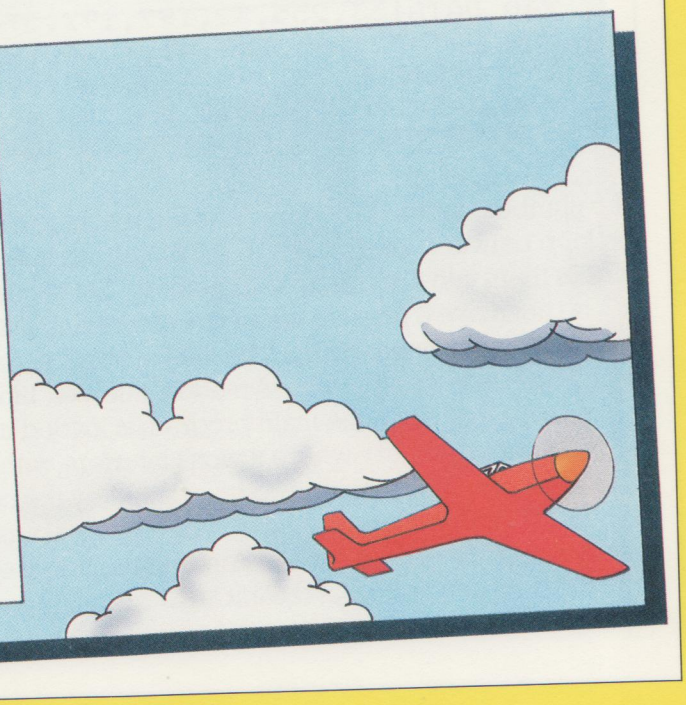


```
3100  LET X = X + B: FOR I = 1 TO R
3110  IF  PEEK (P - 1) > 8 OR X > 8 THEN 3130
3120  POKE P - 1,8 * X +  PEEK (P - 1): GOTO 3140
3130  POKE P,X:P = P + 1
3140  NEXT :R = 0
3150  IF D$ = "" THEN  READ D$: PRINT ".";
3160  LET A$ =  LEFT$ (D$,1)
3170  LET D$ =  MID$ (D$,2, LEN (D$) - 1)
3180  IF A$ = "R" THEN X = 1: GOTO 3100
3190  IF A$ = "D" THEN X = 2: GOTO 3100
3200  IF A$ = "L" THEN X = 3: GOTO 3100
3210  IF A$ = "U" THEN X = 128: GOTO 3100
3220  IF A$ = "M" THEN B = 0: GOTO 3150
3230  IF A$ = "P" THEN B = 4: GOTO 3150
3240  IF A$ = " " THEN 3150
3250  IF A$ < "0" OR A$ > "9" THEN 3270
3260  LET R = 10 * R +  VAL (A$): GOTO 3150
3270  POKE P,X: POKE P + 1,0:P = P + 2: RETURN
```

This is the routine that translates the simple direction instructions that are going to be given in the drawing data into the complicated numbers that the shape table requires. In line 3150, the **DATA** is **READ** in as string and **PRINT**s a dot on the screen to show that the computer is working during this long procedure. Lines 3160 and 3170 pick off the first number or letter off the string. Lines 3180 through 3250 look for the direction letters we're using or numbers. Lines 3100 through 3140 do the complicated sums that work out the shape table numbers and **POKE** them into the right place in the shape table.

YOU CAN MAKE AN AIRPLANE FLY ACROSS YOUR SCREEN BY TYPING IN LINES 3ØØØ TO 327Ø WITH THIS SHORT PROGRAM AND LINE 100 OPPOSITE.

```
10  HGR : HCOLOR = 3
15  P=24576 : ROT=Ø : SCALE=1
20  GOSUB 3ØØØ
25  X DRAW 1 AT 1Ø,2Ø
30  FOR X = 11 TO 27Ø
35  X DRAW 1 AT X-1, 2Ø
40  X DRAW 1 AT X,2Ø
45  NEXT
50  X DRAW 1 AT 27Ø,2Ø
55  TEXT : END
60  DATA 1
```



COMMODORE Graphics

To draw the haunted house, you have to use what is called "high resolution graphics" where each little dot on the TV screen is controlled individually. But Commodore BASIC has no simple command for drawing a line in high resolution graphics. So the program below loads a machine code routine which will do the job. You have to type this program in and **RUN** it before the main program will work.

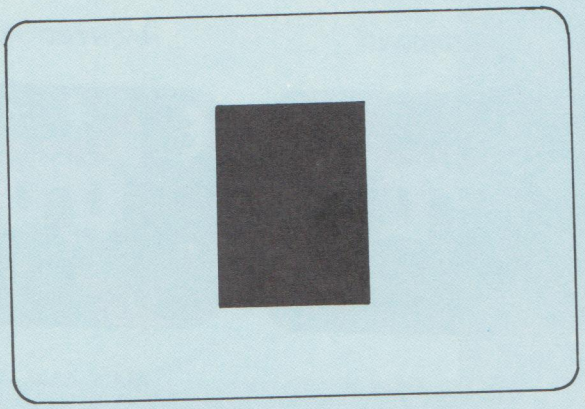
```
5 REM ***     STARTER PROGRAM          ***
10 FOR I=0 TO 214: READ D: CS=CS+D
20 POKE 49152+I,D: NEXT I
30 IF CS<>29713 THEN PRINT "DATA ERROR!":END
40 POKE642,64:SYS64766
100 DATA0,32,253,174,32,158,183,134,253,32,253,174
110 DATA32,158,183,138,72,32,253,174,32,158,183,138
120 DATA41,7,133,254,138,74,74,74,133,251,10,10
130 DATA101,251,160,6,162,0,134,252,42,38,252,136
140 DATA208,250,101,254,133,251,165,253,41,252,10,144
150 DATA3,230,252,24,101,251,133,251,165,252,105,32
160 DATA133,252,32,253,174,32,158,183,138,141,0,192
170 DATA160,3,10,10,13,0,192,136,208,248,141,0
180 DATA192,165,253,74,74,133,255,104,133,254,74,74
190 DATA56,229,255,240,52,133,255,32,178,192,32,149
200 DATA192,169,8,24,101,251,133,251,165,252,105,0
210 DATA133,252,198,255,240,8,173,0,192,145,251,76
220 DATA121,192,32,197,192,72,73,255,49,251,145,251
230 DATA104,45,0,192,17,251,145,251,96,32,178,192
240 DATA133,255,32,197,192,37,255,76,149,192,169,255
250 DATA72,165,253,41,3,240,8,170,104,74,74,202
260 DATA208,251,96,104,96,169,255,72,169,252,5,254
270 DATA170,104,232,208,1,96,10,10,76,206,192
```

The numbers in the **DATA** lines are the machine code and the loop between lines 10 and 20 **READ**s these numbers and **POKE**s them into the computer's memory. But to check that you do not make a mistake when you are keying them in, line 10 also adds the numbers up. The total is checked in line 30 which then tells you if you have made a mistake. Line 40 makes sure that when the main program is loaded it goes into an area of memory where it won't interfere with the machine code. The machine code is called by the command **SYS MC**. This command is followed by four numbers which tell the machine code where the ends of the line are, how far down the screen and what color it is.

```
13000 REM ***          DRAW BOX          ***
13010 FOR I=Y1 TO Y2: FOR J=X1 TO X2
13020 POKE SC+I*40+J,134: POKE CO+I*40+J,C
13030 NEXT J,I
13040 FOR Y=Y1*8 TO Y2*8+7
13050 SYS MC,X1*4,X2*4+3,Y,3
13060 NEXT Y
13070 IF NS=1 THEN RETURN
13080 FOR Y=Y2*8+7 TO Y1*8 STEP-2
13090 SYS MC,X1*4,X2*4+3,Y,1
13100 NEXT Y
13110 RETURN
```

This subroutine uses the machine code put into memory by the starter program to draw a box. So **RUN** the starter program, type in this routine, then test it using the test program below. When it is working, delete the test lines. **Y1**, **Y2**, **X1** and **X2** are the row and column numbers that form the sides of the box. The loop between lines 13010 and 13030 **POKE**s the color memory of each character square in the box. And the loop between 13080 and 13100 uses **SYS MC** to call the machine code routine which fills in the box a line at a time with that color. The loop between 13080 and 13100 works back up the box, using **SYS MC** to change the color of every other line to orange to give stripes. If **NS** is fixed at 1 outside the program the machine code routine does not draw in the stripes.

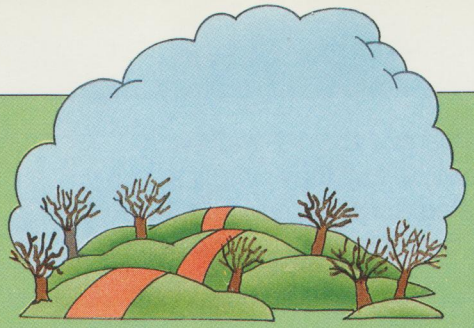
BEFORE YOU GO ANY FARTHER IT IS BEST TO TEST THAT YOUR MACHINE CODE ROUTINE AND BLOCK-DRAWING ROUTINE IS WORKING. THIS LITTLE TEST PROGRAM WILL DO JUST THAT.



```
1 B=8192:MC=49153:BM=53265:CH=53270:SC=1024:CO=55296
2 MP=53272:Y1=0:Y2=24:X1=0:X2=39
3 POKE MP,PEEK(MP)OR8:POKE(BM),PEEK(BM)OR32
4 POKE CH,PEEK(CH)OR16:C=0:GOSUB 13000
5 X1=15:X2=25:Y1=7:Y2=17:C=C+1:GOSUB13000:GOTO 5
```

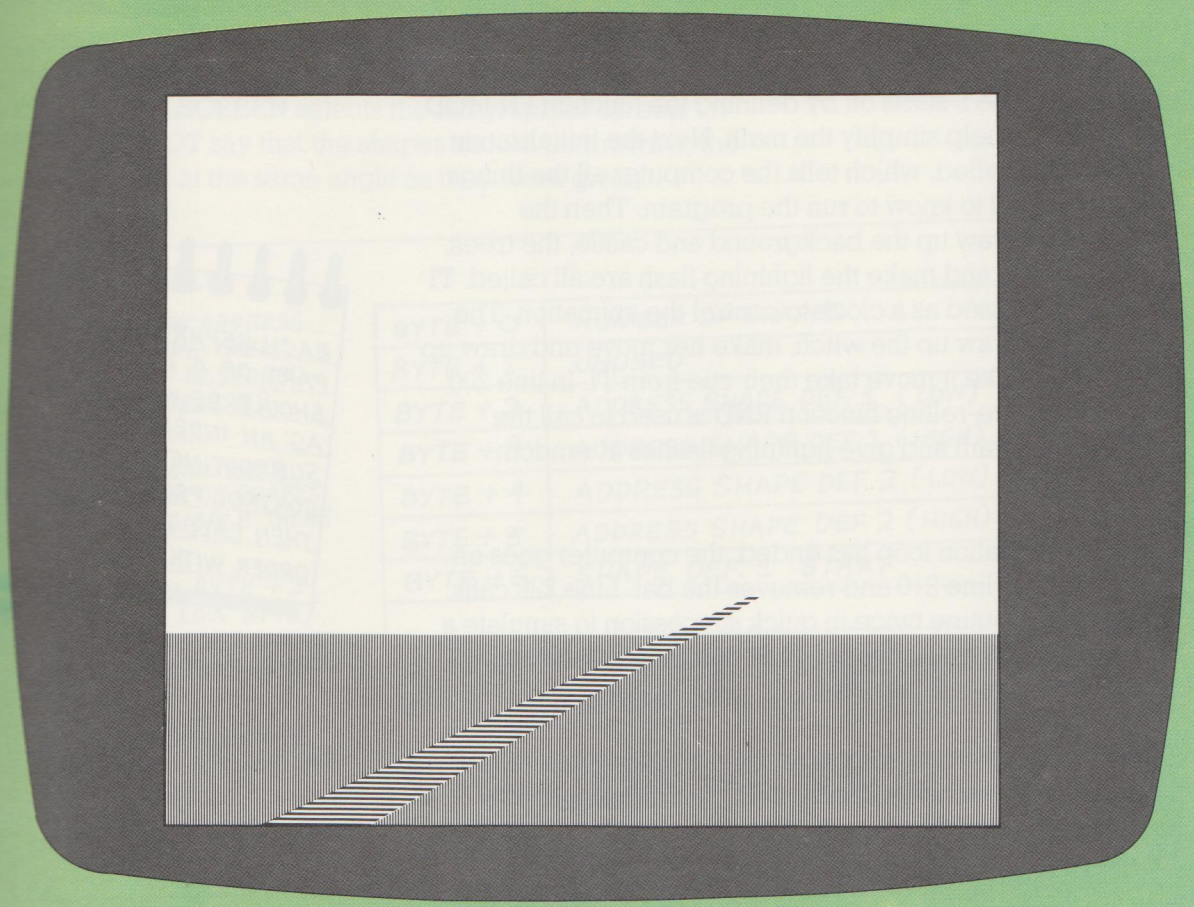
The storyboard

The storyline of the cartoon must be worked out in detail before the main program is written. First the scene is set, then the mysterious castle appears in the middle of nowhere, surrounded by a spooky forest. Night falls. A thunderous lightning flash wakes the bats in the belfry and an evil old witch takes to the air on her broomstick. As she flies off into the night accompanied by more lightning flashes. Then suddenly the old house catches fire. The flames leap higher and higher. The house is burnt to the ground. And, as an eerie conclusion to this macabre tale, a huge ghostly skull appears in the sky, hovering over the ashes of the house. When working on a cartoon tale like this one, it is a good idea to tackle the task like a professional movie maker. Work out a detailed storyboard, like the one below, that breaks the plot down into a series of separate events.



THE CONTROL PROGRAM AND INITIALIZATION

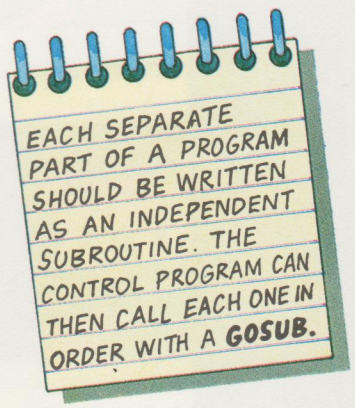
A control program is one that calls a series of subroutines in the right order. Here the control program corresponds to the storyboard and the subroutines correspond to each of the separate scenes.



The control program follows the storyboard, with each subroutine being called in turn. At first they simply set up the machine and draw up each element of the scenery. But when the action starts things get a bit more complicated.

```
1  REM HAUNTED HOUSE
5  DEF  FN MOD(X) = 256 * (X / 256 -  INT (X / 256))
100  GOSUB 1000: REM INITIALIZATIONS
110  GOSUB 6000: REM BACKGROUND & CASTLE
120  GOSUB 6500: REM TREES
130  GOSUB 5000: REM NIGHTFALL
140  GOSUB 2400: REM LIGHTNING
150  FOR TI = 1 TO 250
160  IF TI = 10 THEN  GOSUB 2100: REM START WITCH
170  IF TI > 10 THEN  GOSUB 2150: REM MOVE WITCH
180  IF TI = 30 THEN  GOSUB 2200: REM START BAT
190  IF TI > 30 THEN  GOSUB 2230: REM MOVE BAT
200  IF  RND (1) < .07 THEN  GOSUB 2400: REM LIGHTNING
210  NEXT TI: GOSUB 2300: REM REMOVE BAT
220  GOSUB 2400: GOSUB 2400: REM STORM
230  GOSUB 2500: REM FIRE
240  FOR X = 1 TO 1000: NEXT : GOSUB 2700: REM SKULL
250  TEXT : END
```

Because of the special way machine code numbers have to be handled, line 5 starts off by defining the function **FN MOD (X)** which will help simplify the math. Next the initialization subroutine is called, which tells the computer all the things that it will need to know to run the program. Then the routines that draw up the background and castle, the trees, make night fall and make the lightning flash are all called. **TI** is going to be used as a clock to control the animation. The routines that draw up the witch, make her move and draw up the bat and make it move take their cue from TI. In line 200 the Apple's dice-rolling function **RND** is used to call the lightning program and give lightning flashes at random times.



Once the animation loop has ended, the computer goes on with the rest of line 210 and removes the bat. Line 220 calls the lightning routine twice in quick succession to simulate a storm. In line 230 fire breaks out – or, at least, it's set by calling the routine at line 2500.

Once the castle has burned down to the ground, there is a thousand time period pause to build up dramatic tension before the routine that puts up the eerie skull is called. Line 250 sets the Apple back to normal **TEXT** mode before **END**ing the program.

```
1000  REM INITIALIZE PEEK AND POKE ADDRESSES
1010  LET P1GE = 49236:P2GE = 49237
1020  LET FULLSCREEN = 49234:GPAGE = 230
1030  LET CLICK = 49200:P = 24576
1040  GOSUB 3000: REM SET UP SHAPE TABLE
1050  GOSUB 5200: REM PUT MACHINE CODE IN
1060  HGR :X =  PEEK (FULLSCREEN)
1070  SCALE= 1: ROT= 0: RETURN
```

When initializing any program it is best to give it all the important memory addresses names that will be easy to remember. **P1GE** and **P2GE** are the addresses that switch on graphics screens 1 and 2. **FULLSCREEN** is the address which switches the Apple to full graphics screen, rather than the one that mixes graphics with text. **CLICK** is the address that switches on the speaker. **P** is the pointer to the shape table. The address given here is the starting address of the shape table, but **P** will be updated as the shapes are loaded in. Line 1040 calls the subroutine that sets up the shape table, so now the computer has all the shapes at its fingertips. Next a subroutine is called that loads in a machine code routine. This routine copies graphics screen one onto the graphics screen two, changing all the colors at the same time. **HGR** puts the Apple into high-resolution graphics mode and **PEEK**ing **FULLSCREEN** selects the full graphics screen. **SCALE** and **ROT** say that the shapes should be drawn at the same size and at the same angle as they were given.

SHAPE TABLE

THE STARTING ADDRESS OF THE SHAPE TABLE (BYTE + Ø) IS STORED AT ADDRESSES 232 AND 233.

BYTE + 0 CONTAINS THE NUMBER OF SHAPES. IN THIS EXAMPLE THERE ARE 2.

STARTING AT BYTE + 2 THERE IS A LOW BYTE/ HIGH BYTE INDEX TO THE SHAPE DEFINITIONS RELATIVE TO BYTE + 0.

AFTER THE INDEX ARE THE SHAPE DEFINITIONS THEMSELVES.

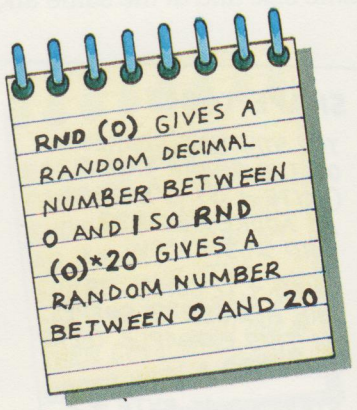
(ALL SHAPE DEFINITIONS END WITH A ZERO.)

BYTE + 0	NUMBER OF SHAPES	2
BYTE + 1	UNUSED	(Ø)
BYTE + 2	ADDRESS SHAPE DEF. 1 (LOW)	6
BYTE + 3	ADDRESS SHAPE DEF. 1 (HIGH)	Ø
BYTE + 4	ADDRESS SHAPE DEF. 2. (LOW)	38
BYTE + 5	ADDRESS SHAPE DEF 2 (HIGH)	Ø
BYTE + 6	SHAPE DEF. 1 START	
BYTE + 37	SHAPE DEF. 1 END	Ø
BYTE + 38	SHAPE DEF. 2 START	
BYTE + 69	SHAPE DEF. 2 END	Ø

The structure of this control program follows the storyboard exactly. It calls the routines one after another. The only routines that are called more than once are those that move the witch and the bat and make the lightning. This is to make the witch and bat move continuously and the lightning flash repeatedly.

```
5 REM ***     ===HAUNTED HOUSE===      ***
10 GOSUB 14000:REM INITIALIZE
20 GOSUB 1000 :REM BACKGROUND
30 GOSUB 2000 :REM CASTLE
40 GOSUB 8000 :REM TREES
50 GOSUB 9000 :REM NIGHT
60 POKE V+21,243:DX=-1:DY=-1
70 FOR WX=10 TO 346 STEP 2:LI=RND(0)*20
80 IF LI>19 THEN GOSUB 10000:REM LIGHTNING
90 IF WX>255 THEN RS=255:POKE V+16,3
100 POKE V+0,WX-RS:REM WITCH
110 GOSUB 10040:REM BAT
120 NEXT WX: POKE V+21,240
130 GOSUB 11000:REM BURN
140 GOSUB 12000:REM SKULL
150 END
```

This program calls a number of subroutines – the name of each subroutine is given in the **REM** line following the **GOSUB** call. The Commodore has a special graphics facility called sprites. These allow you to move areas of animation across the screen easily. But they are controlled by **POKE**ing a special area of memory. The **POKE** in line 60 switches on the sprites which contain the bat and the witch. **DX** and **DY** fix the direction in which the bat starts moving. Setting them both to **−1** means that the bat starts out moving from right to left and up the screen. **WX** controls the movement of the witch. She starts off in column 10 and moves across the screen two steps at a time until she disappears off the right-hand side. The lightning is made to flash randomly by using the dice-throwing instruction **RND**. Roughly once in every 20 throws **RND (0)*20** will come up with a number bigger than 19 and the lightning subroutine at 1000 will be called.



One of the problems with using sprites is that you have to deal directly with the Commodore's memory locations. But each memory location can only store a number between 0 and 255. But there are more than 255 columns across the screen. So when the witch reaches column 255, adjustments have to be made. These are done by lines 90 and 100. Line 120 switches the bat and the witch sprites off again when you've finished with them.

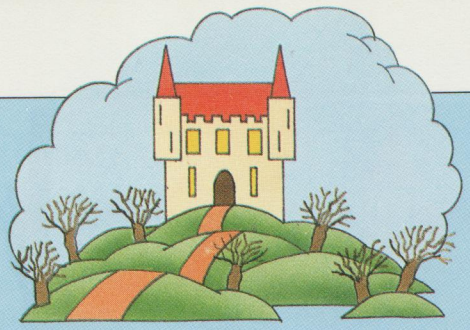
```
14000 REM ***          INITIALIZE          ***
14010 PRINT"■":POKE53280,11:POKE53281,14
14020 POKE53270,PEEK(53270)OR16:REM MULTICOLOUR MODE
14030 POKE53272,PEEK(53272)OR8:REM PUT SCREEN AT 8192
14040 POKE53265,PEEK(53265)OR32:REM SWITCH TO BITMAP
14050 DIM TR(33,15),DO(16,8),MO(37,10),SK(28,14)
14060 FORI=0TO20:FORJ=0TO15:READTR(I,J):NEXTJ,I
14070 FORI=0TO16:FORJ=0TO7:READMO(I,J):NEXTJ,I
14080 FORI=0TO14:FORJ=0TO9:READSK(I,J):NEXTJ,I
14090 V=53248:SC=1024:CO=55296:MC=49153:LI=0
```

To initialize this program we have to put the computer into the right mode to give high resolution graphics, **READ** in the **DATA** for all the things that have to been drawn on the screen, and give easy-to-remember names to important memory locations. Line 14010 clears the screen, sets the background color to light blue and sets the border color to gray. Lines 14020 through 14040 put the computer into high resolution graphics mode. And lines 14060 through 14080 **READ** the **DATA** for the trees, the moon and the skull into the arrays **TR**, **MO** and **SK**. Line 14090 gives names to the important memory locations. **V** is the start address of the sprite memory. **SC** and **CO** are start addresses of the screen and color memories. And **MC** is the address of the special machine code high-resolution line-drawing program. Sprites are easy to use, so the windows of the castle will also be made from sprites. Lines 14100 through 14130 set their X and Y positions. Lines 14140 and 14150 set the starting positions of the witch and the bat. Lines 14160 through to 14190 set the colors and tells each sprite where to find its **DATA**. That **DATA** is then **READ** and **POKE**d into memory by line 14200. Line 14210 fills the screen with the sky color by using the machine code program.

```
14100 POKEV+8,120:POKEV+ 9,107:REM WINDOWS
14110 POKEV+10,232:POKEV+11,107
14120 POKEV+12,142:POKEV+13,147
14130 POKEV+14,210:POKEV+15,147
14140 POKEV+00,10 :POKEV+01,60 :REM WITCH
14150 POKEV+02,50 :POKEV+03,80 :REM BAT
14160 FORI=0TO7:POKEV+39+I,1:NEXT:REM COLOURS
14170 FORI=4TO7:POKE2040+I,32:NEXT:REM POINTERS
14180 POKE2040,34:POKE2041,35:POKEV+16,2
14190 POKEV+37,10:POKEV+38,8:POKEV+28,240:REM MC MODE
14200 FORI=0TO319:READ D:POKE2048+I,D:NEXT
14210 FOR Y=0TO199:SYS MC,0,159,Y,0:NEXT
14220 RETURN
```

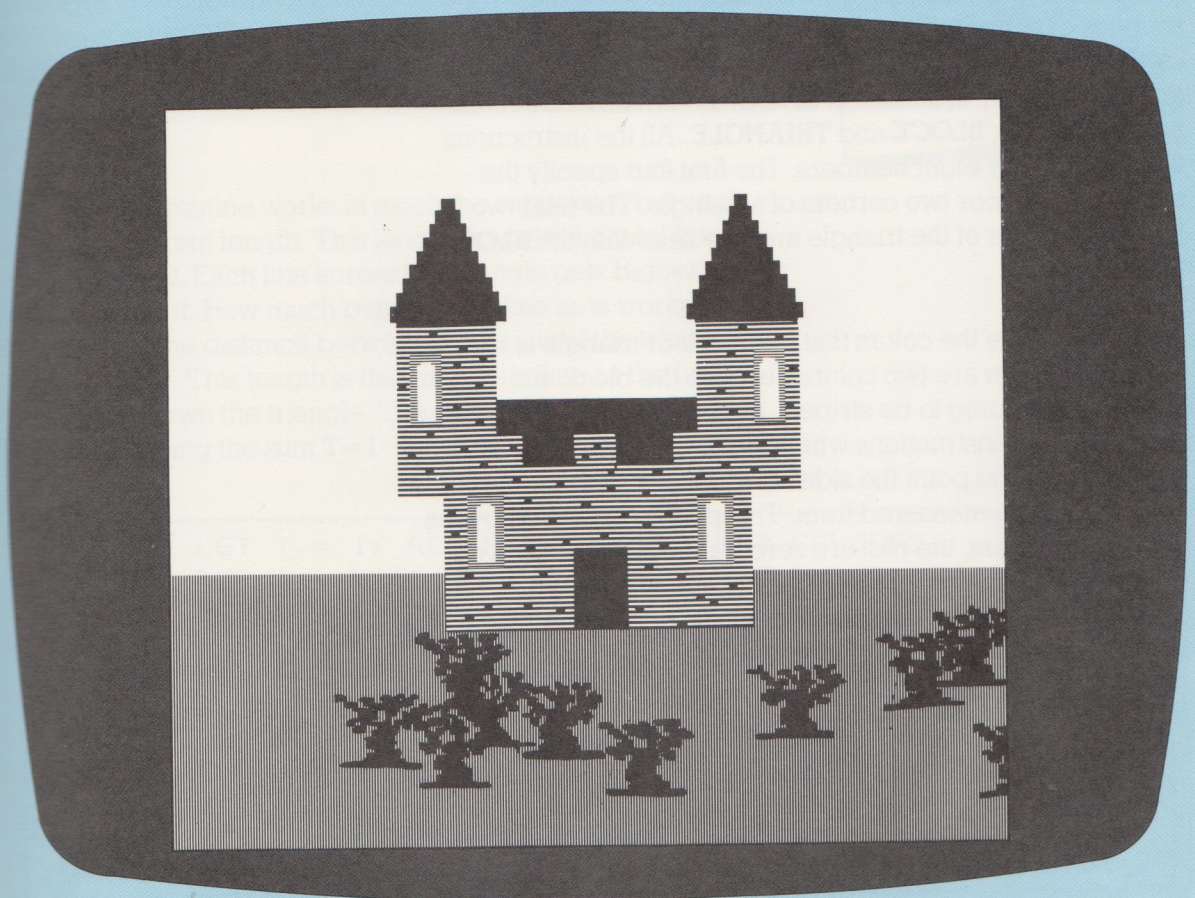
Although there are 10 trees on the screen, only one lot of **DATA** is needed. All the trees look the same so the same **DATA** can be used each time a tree is drawn. The numbers in the **DATA** here tell our machine code program which color to use. A **4**, though, is not a color recognized by that routine. So if a **4** is found no action is taken. In the tree **DATA**, you'll see that there are only **4**s and **2**s. The **4**s do nothing and the **2**s draw a point on the screen. If you look at the pattern of the **2**s, you'll see that they draw out the shape of a weird, gnarled tree.

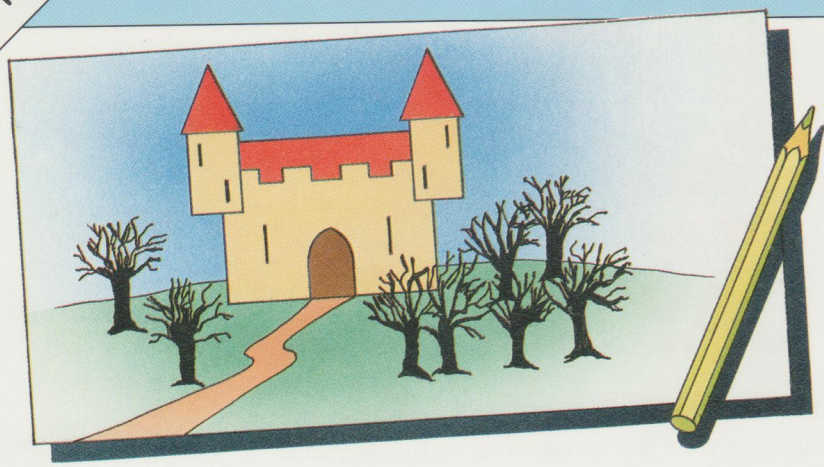
```
20000 REM          DATA FOR TREE
20010 DATA4,2,4,4,4,4,4,2,4,4,2,4,2,4,4,4
20020 DATA2,2,4,4,2,2,4,4,2,4,4,2,4,4,4,4
20030 DATA4,4,2,4,4,2,4,4,2,4,4,2,4,4,4,4
20040 DATA4,4,2,4,4,4,2,4,2,4,4,2,4,2,4,4
20050 DATA4,4,4,2,4,2,4,2,2,2,4,4,2,4,2,4
20060 DATA4,4,4,4,2,4,4,4,2,4,4,2,2,4,4,4
20070 DATA4,4,4,4,2,4,4,4,2,4,4,2,2,4,4,4
20080 DATA4,4,4,2,2,4,4,4,2,4,2,2,4,4,4,4
20090 DATA4,4,2,4,2,2,2,2,2,4,2,4,4,4,2,4
20100 DATA4,4,4,2,4,4,2,2,2,2,4,2,4,4,4,4
20110 DATA4,4,4,2,4,4,2,2,2,2,4,2,4,4,4,4
20120 DATA4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4
20130 DATA4,4,4,4,4,2,2,2,2,4,4,4,4,4,4,4
20140 DATA4,4,4,4,4,2,2,2,2,4,4,4,4,4,4,4
20150 DATA4,4,4,4,4,2,2,2,2,4,4,4,4,4,4,4
20160 DATA4,4,4,4,4,2,2,2,2,4,4,4,4,4,4,4
20170 DATA4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4
20180 DATA4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4
20190 DATA4,4,4,4,4,2,2,2,2,2,4,4,4,4,4,4
20200 DATA4,4,4,4,2,2,2,2,2,2,2,4,4,4,4,4
20210 DATA4,2,2,2,4,2,2,2,2,2,2,2,2,2,4,4
```

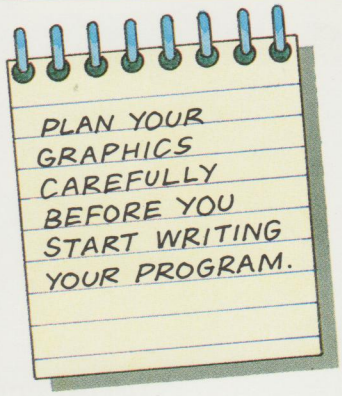


DAYTIME

The background scenery, the haunted castle and the spooky forest are drawn up on the screen during the daytime. Everything is now ready for the action, which only begins once the sun has gone down.








```
7000  REM SKY,GRASS & PATH.
7010  DATA ORIGIN,0,0,0,0,0,0,0,0
7020  DATA BLOCK,  0,  0,279,135,  0,  0,6,6
7030  DATA BLOCK,  0,136,279,191,  0,  0,1,1
7040  DATA TRIANGLE, 50,191,180,126, 75,191,0,3
```

Not only does this program give you a BASIC routine to simplify the shape data, it also gives you one that simplifies the input of graphics data. You can use these routines – or routines like them – to simplify drawing on the screen in your own programs. This routine gives you new instructions that are not normally available in BASIC. Two main instructions are given here: **BLOCK** and **TRIANGLE**. All the instructions are followed by eight numbers. The first four specify the sides of a block or two corners of a triangle. The next two fix the third corner of the triangle and are zero with the **BLOCK** instruction.

The last two are the colors that the block or triangle is to be drawn in. There are two colors because the block and triangles are going to be striped. Added to that, there are two other new instructions which work with these two. **ORIGIN** fixes the point the sides of the block or the points of the triangle are measured from. This point is specified by the first two numbers, the rest are zero. And **STOP** switches off the special graphics routine. The sky and the grass are drawn as two blocks, the castle as three, one for the main body, and two turrets. The path is a long, thin triangle.

```
7050  REM CASTLE DATA
7060  DATA ORIGIN, 63, 30,0,0,0,0,0,0
7070  DATA BLOCK, 28, 60,118,120,  0,  0,1,2
7080  DATA BLOCK, 14, 40, 41, 80,  0,  0,1,2
7090  DATA BLOCK,105, 40,132, 80,  0,  0,1,2
```

```
6000  REM GRAPHIC DATA INTERPRETER
6010  READ R$,X(1),Y(1),X(2),Y(2),X(3),Y(3),C(0),C(1)
6020  IF R$ = "ORIGIN" THEN OX = X(1):OY = Y(1)
6030  FOR I = 1 TO 3:X(I) = X(I) + OX
6040  LET Y(I) = Y(I) + OY: NEXT I
6050  IF R$ = "BLOCK" THEN  GOSUB 6100
6060  IF R$ = "TRIANGLE" THEN  GOSUB 6200
6070  IF R$ = "STOP" THEN  RETURN
6080  GOTO 6010
```

Line 6010 **READ**s in a string, **R$**, then the numbers that follow it. Line 6020 looks for the word "ORIGIN" and sets the coordinates of the origin as **OX** and **OY**. Line 6030 through 6040 add the coordinates of the origin into any coordinates given after the other new instructions. Line 6050 looks for the word "BLOCK" and goes to the block-drawing subroutine if it finds it. And line 6060 looks for "TRIANGLE". If line 6070 finds "STOP" the computer returns to the control routine.

In the block routine, the sum **T=1−T** is used to change the color each time the computer goes round a loop, so each line is drawn in a different color. **HCOLOR** – the high-resolution color – is set to **C(T)**. And **HPLOT** draws a line across the screen at the height given by **Y**. So the block routine draws in a block a line at a time, alternating the color of the lines to give stripes.

WHEN **T=0**, **T=1-T** MAKES **T** EQUAL TO **1**. AND WHEN **T=1**, **T=1-T** MAKES IT EQUAL TO **0** AGAIN.

The triangle routine works in much the same way, but each line is a different length. This length is worked out by lines 6210 and 6220. Each line across the triangle gets bigger as you go down it. How much bigger each line is, is worked out by dividing the distance between the points of the triangle by the height. This length is then multiplied up as the lines are drawn down the triangle. The color of the lines is alternated using the sum **T=1−T** again.

```
6100  LET T = 1: REM FILL BLOCK IN 2 COLOURS
6120  FOR I = Y(1) TO Y(2):T = 1 - T
6130  HCOLOR= C(T): HPLOT X(1),I TO X(2),I
6140  NEXT : RETURN
6200  REM FILL TRIANGLE APEX (X2,Y2)
6210  LET H = Y(1) - Y(2):K1 = (X(2) - X(1)) / H
6220  LET K2 = (X(3) - X(2)) / H:T = 1
6230  FOR I = 0 TO H:T = 1 - T: HCOLOR= C(T)
6240  HPLOT X(1) + K1 * I,Y(1) - I
6245  HPLOT  TO X(3) - K2 * I,Y(3) - I
6250  NEXT : RETURN
```

```
7100  REM ROOFS ON TURRETS
7110  DATA TRIANGLE, 10, 39, 28,  0, 44, 39,5,5
7120  DATA TRIANGLE,103, 39,118,  0,136, 39,5,5
7130  REM BATTLEMENTS
7140  DATA BLOCK, 42, 45,103, 59,  0,  0,5,5
7150  DATA BLOCK, 49, 60, 55, 65,  0,  0,5,5
7160  DATA BLOCK, 63, 60, 69, 65,  0,  0,5,5
7170  DATA  BLOCK, 77, 60, 83, 65,  0,  0,5,5
7180  DATA BLOCK, 91, 60, 97, 65,  0,  0,5,5
```

The roofs are put on the turrets by drawing two large triangles. These are not striped though. But the triangle routine draws lines alternately in the two colors specified. So the two colors are simply set to the same value. Both are color **5**. The origin for this section was fixed in the last bunch of **DATA**, the **DATA** for the castle.

The battlements of the castle are drawn in by extending the roof color into the body of the castle. This is done by using the **BLOCK** command to draw five small squares in the roof color over the edge of the block that has already been drawn to make the castle's walls. The block is not striped so the both colors are the same again – both color **5**, the same as the roof. You will notice again that the fifth and sixth numbers that follow the **BLOCK** command are zero.

The castle's windows and doors are drawn in using the **BLOCK** command too. This **DATA** is still working from the origin given in the castle **DATA**. The roofs on the turrets, the battlements and the windows and doors are all drawn over the original castle, so it makes sense to use the same origin. This time the blocks are striped. The windows and doors are drawn in alternate lines of color **0**, black, and color **3**, white. The **STOP** command that switches off the graphics routine has only zeros following it. It may seem unnecessary to have all these zeros, but the routine that **READ**s the **DATA** is expecting eight numbers.

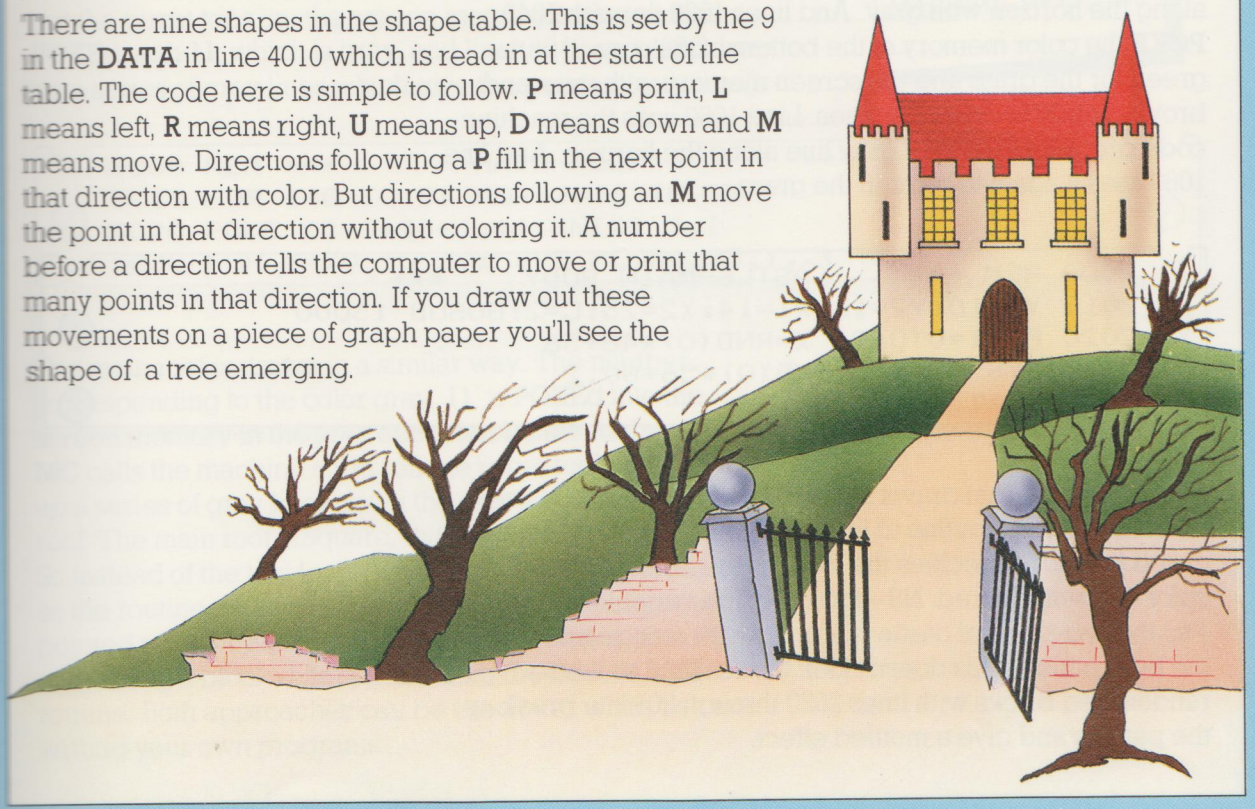
```
7190  REM WINDOWS & DOOR
7200  DATA BLOCK, 21, 43, 27, 51,  0,  0,0,3
7210  DATA BLOCK,119, 43,125, 51,  0,  0,0,3
7220  DATA BLOCK, 28, 60, 34, 70,  0,  0,0,3
7230  DATA BLOCK,112, 60,118, 70,  0,  0,0,3
7240  DATA BLOCK, 35, 90, 48,102,  0,  0,0,3
7250  DATA BLOCK, 98, 90,111,102,  0,  0,0,3
7260  DATA BLOCK, 63,105, 83,120,  0,  0,0,3
7270  DATA STOP,0,0,0,0,0,0,0,0
```

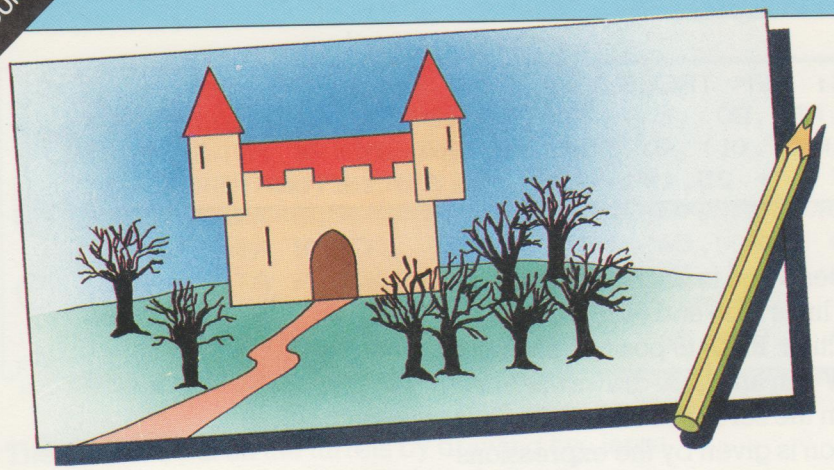
```
6500  HCOLOR= 3: REM TREES
6510  FOR T = 1 TO 20
6520  LET X =  RND (1) * 250:Y =  RND (1) * 26
6530  DRAW 1 AT X + 25,191 - Y: NEXT : RETURN
```

This routine draws twenty trees – one in each pass of the **FOR . . . NEXT** loop between lines 6510 and 6530. Line 6520 rolls the computer's dice function, **RND**, to position the trees in random places. The **DRAW 1** in line 6530 draws the first shape from the shape table on the screen. The first shape is, of course, the tree. The position is given by the expressions that follow **AT** in line 6530.

```
4000  REM 9 GRAPHIC ELEMENTS
4010  DATA  9
4100  REM  TREE
4110  DATA P2LUD 9LM3L P2LMU 2RP7R MRUP7 LMU2R P6RU5
4120  DATA LU4RM ULP3L MURP3 RMRUP 4LU4R U4LML UP4RU
4130  DATA 4LU4R U4LML UP7RM 5RUP2 LM2LP 14LD3 LDL3D
4140  DATA MR8UP DR2D6 RM3RP 9RMRU P11LU LLM3L P2LMU
4150  DATA RPRU3 LULM3 RP3RU 2LU2L U2LUM 4U2RP 2RDRD
4160  DATA RLDRD RLDRD RLDRD RLDRD RDLDR MDD3R P4RM2
4170  DATA RP3RU L3RUR URDDM M10U3 LPLDL D6LDR 3URUR
4180  DATA M7LPL 3D2R2 D2RU2 DLDRD 2LDRD LDRE
```

There are nine shapes in the shape table. This is set by the 9 in the **DATA** in line 4010 which is read in at the start of the table. The code here is simple to follow. **P** means print, **L** means left, **R** means right, **U** means up, **D** means down and **M** means move. Directions following a **P** fill in the next point in that direction with color. But directions following an **M** move the point in that direction without coloring it. A number before a direction tells the computer to move or print that many points in that direction. If you draw out these movements on a piece of graph paper you'll see the shape of a tree emerging.





IN HI-RES GRAPHICS MODE, THE COMMODORE CAN TAKE ITS SCREEN COLOR FROM THE COLOR MEMORY, OR FROM THE SCREEN MEMORY IN TWO WAYS.

```
1000 REM ***          BACKGROUND          ***
1010 FOR I=0 TO 39: POKE 55856+I,11: NEXT
1020 FOR I=15 TO 24: FOR J=0 TO 39
1030 POKE CO+I*40+J,5: POKE SC+I*40+J,121
1040 NEXT J,I
1050 SYS MC,0,159,119,3
1060 FOR Y=120 TO 199: SYS MC,0,159,Y,3
1070 NEXT Y: RETURN
```

The background routine does not draw up much of the background, but it does set up areas of the screen and color memories so that the routines that do the drawing later will know which color to use. Line 1010 **POKE**s the color memory along the horizon with gray. And lines 1020 through 1040 **POKE** the color memory of the bottom of the screen with green for the grass and the screen memory with cyan and brown, ready to draw the trees. Line 1050 uses the machine code program to draw a gray line along the horizon. And line 1060 uses it again to color in the grass.

```
2000 REM ***     CASTLE-MAIN BODY     ***
2010 Y1=10:Y2=16:X1=14:X2=25:C=2:GOSUB 13000
2020 FORI=0TO69: X=RND(0)*48+56
2030 SYS MC,X,X,RND(0)*56+80,2
2040 NEXT I
```

The subroutine that draws the main body of the castle uses our box drawing routine at line 13000. So before that routine is called line 2010 specifies the sides of the box and gives it a color – **2**, which is red. **NS** – the no-stripe variable – is not set – so the red-brick of castle is striped with orange mortar by the box routine. This doesn't look too realistic so we add random red bricks with lines 2020 through 2040, to break up the pattern and give a mottled effect.

```
3000 REM *** TURRETS LEFT & RIGHT  ***
3010 Y1=6:Y2=11:X1=12:X2=15:C=2:GOSUB13000
3020 X1=24:X2=27: GOSUB13000
3030 FOR I=0 TO 39
3040 X=RND(0)*16+48:SYS MC,X,X,RND(0)*48+48,2
3050 X=RND(0)*16+96:SYS MC,X,X,RND(0)*48+48,2
3060 NEXT I
4000 REM ***      TURRET TOPS        ***
4010 FORI=1 TO 5: FORJ=11 TO 16
4020 POKE SC+I*40+J,11: NEXTJ,I
4030 FORI=1TO9: FORJ=0TO3
4040 SYS MC,56-I,55+I,8+I*4+J,2: NEXTJ,I
4050 FORI=1TO5: FORJ=23TO28
4060 POKE SC+I*40+J,11: NEXTJ,I
4070 FORI=1TO9: FORJ=0TO3
4080 SYS MC,104-I,103+I,8+I*4+J,2: NEXTJ,I
```

To draw the turrets, the box-drawing routine at line 13000 is called again. But this time it is called twice, once for each turret. Again the top, bottom and sides of the box must be specified. But the second time the box-drawing routine is called, only new sides for the turret have to be specified. The top and bottom are at the same level. The boxes are filled in with color **2**, red, again. And again **NS** is not set to **1**, so the orange mortar stripes are added automatically. Lines 3040 and 3050 gives the random speckling of red bricks. To put the turret tops on, the screen memory in that area is **POKE**d with **11**, which is gray, and lines 4040 and 4080 draw up a series of gray lines which give the pointed turret roofs.

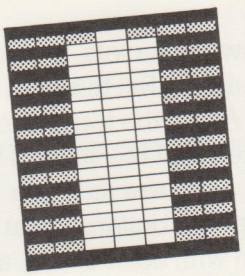
SYS MC ACTS LIKE A **GOSUB** BUT INSTEAD OF DOING A PART OF YOUR **BASIC** PROGRAM IT EXECUTES SOME MACHINE CODE.

```
5000 REM ***        MAIN ROOF          ***
5010 FOR I=8 TO 9: FOR J=16 TO 23
5020 POKE SC+I*40+J,11: NEXT J,I
5030 FOR Y=70 TO 79: SYS MC,64,95,Y,2: NEXT Y
```

The main roof is drawn in a similar way. The number corresponding to the color gray, **11**, is **POKE**d into the screen memory in the area occupied by the roof, and **SYS MC** calls the machine code routine repeatedly. This draws up a series of gray lines down the screen which form the roof. The main roof is square, though, and simpler to draw. So instead of the two loops which give lines which get longer as the routine moves on the screen – giving the turrets' pointed roofs – only one loop is needed. Notice how this way of drawing a block differs from using the **DRAW BOX** routine. Both approaches can be used later when you are writing your own programs.

```
6000 REM ***       BATTLEMENTS          ***
6010 FOR I=0 TO 1: FOR J=0 TO 1
6020 POKE 1441+I*4+J,11: NEXT J,I
6030 FOR Y=80 TO 87
6040 SYS MC,68,75,Y,2: SYS MC,83,91,Y,2
6050 NEXT Y
7000 REM ***     WINDOWS AND DOOR      ***
7010 POKEV+21,240
7020 Y1=14:Y2=16:X1=19:X2=20
7030 C=9:NS=1:GOSUB 13000
7040 RETURN
```

To draw in the battlements, the roof color is simply extended down into the wall in two square areas. So gray is **POKE**d into that area of the screen memory and **SYS MC** is called again twice. The **2** at the end of the string of figures after each **SYS MC** command tells the machine code program to get its color from the screen memory, rather than the color memory or anywhere else.



THE COMMODORE WINDOW SPRITE IN DETAIL.

The windows have already been defined as sprites in the initialization routine. So to draw in the windows we only have to turn the window sprites on with the instruction in line 7010. The door, though, is drawn up using the box drawing routine at line 13000. The sides of the door are set in line 7020 and line 7030 sets the color to **9**, brown. Since we don't want orange stripes on the door, the value of **NS** is set back to **1**, then the box-drawing routine is called.

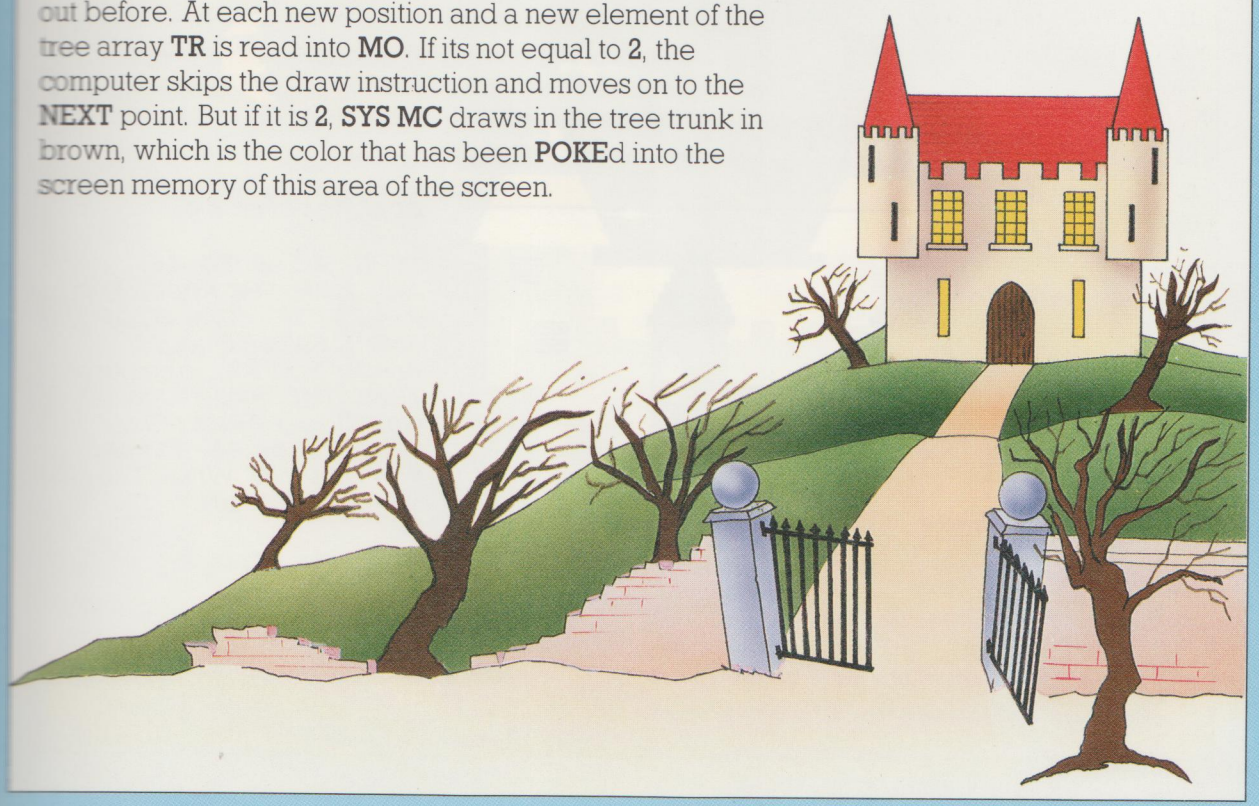
When sprites are defined, each is given a pointer which tells the sprite where to find its **DATA** in the computer's memory. This **DATA** has to be put into memory separately. Here is the **DATA** for the window sprites. It is **READ** and **POKE**d into memory in the right place by the initialization program. Every number in this **DATA** defines a small part of each window when it appears on the screen. So be careful that you type it in absolutely right or the program will not work properly. It is very easy to make a mistake when you are keying in a long string of numbers. Be sure to double check it.

```
20560 REM  SPRITE DATA:WINDOW
20570 DATA 255,252,0,86,84,0,250,188,0,90,148,0,250
20580 DATA 188,0,90,148,0,250,188,0,90,148,0,250,188,0
20590 DATA 90,148,0,250,188,0,90,148,0,250,188,0,90
20600 DATA 148,0,250,188,0,90,148,0,250,188,0,90,148,0
20610 DATA 250,188,0,90,148,0,255,252,0,000
```

```
8000 REM ***          TREES          ***
8010 FOR TR=0 TO 9
8020 TY=INT(RND(0)*46)+120: TX=INT(RND(0)*144)
8030 IF (TX>40 AND TX<104) AND TY<136 THEN 8020
8040 FOR I=20 TO 0 STEP-1: Y=TY+I
8050 FOR J=0 TO 15: X=TX+J
8060 MO=TR(I,J): IFMO<>2 THEN 8080
8070 SYS MC,X,X,Y,MO
8080 NEXT J,I,TR
8090 RETURN
```

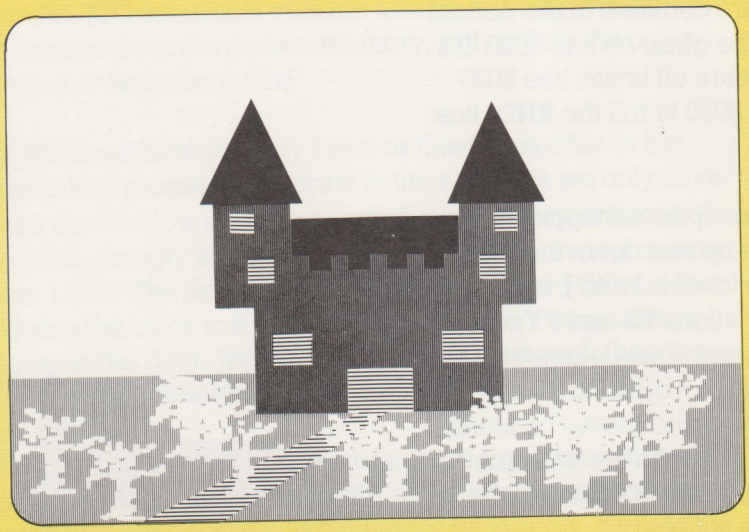
Now that the scene has been set and the castle is in place we need to add the spooky forest. One point about the forest is that it is never the same twice when you **RUN** the program. The ten trees are drawn up in random positions which are fixed in line 8020. But we don't want the trees appearing in the sky or in the castle. So they are confined to the bottom and roughly the middle area of the grass by line 8030. If a **TX** or a **TY** position come up that are off limits, line 8030 sends the computer back to line 8020 to roll the **RND** dice again.

The area that each of the trees occupies is stepped across a point at a time by **I** and **J**. **I** moves up and down the tree, while **J** moves across it from side to side. **I** and **J**, of course, start working from the screen positions **TX** and **TY** worked out before. At each new position and a new element of the tree array **TR** is read into **MO**. If its not equal to **2**, the computer skips the draw instruction and moves on to the **NEXT** point. But if it is **2**, **SYS MC** draws in the tree trunk in brown, which is the color that has been **POKE**d into the screen memory of this area of the screen.



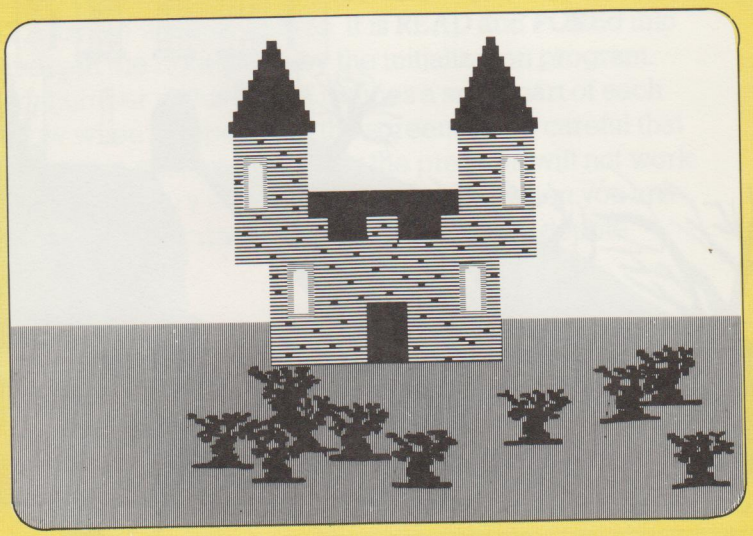
Testing your program

You have now completed the part of the program that draws up the scenery, the castle and the spooky forest, so it will be as well to test them and check that they are working properly before the after-dark action starts. To do that, you'll have to add the following test lines though. Otherwise the main routine will call subroutines that have not yet been typed in, and you will receive an error message.



APPLE

TYPE 125 **GOTO** 125 AND **RUN** THE PROGRAM. PRESS THE **CONTROL** AND **RESET** KEYS WHEN YOU ARE SATISFIED THAT THE PROGRAM IS WORKING CORRECTLY. DELETE LINE 125 BEFORE CONTINUING WITH THE NEXT SECTION.

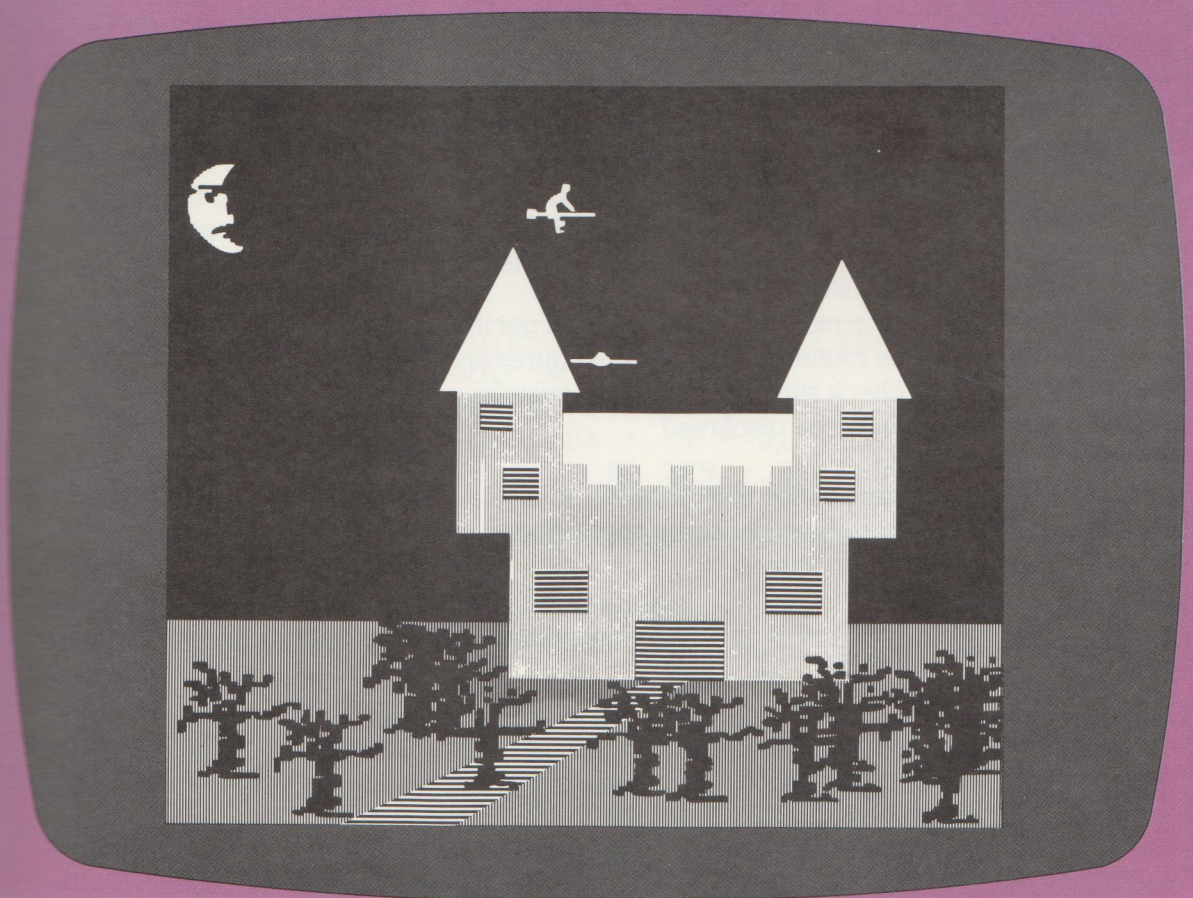


COMMODORE 64

TYPE 45 **GOTO** 45 AND **RUN** THE PROGRAM. PRESS THE **RUN STOP** AND **RESTORE** KEYS WHEN YOU ARE SATISFIED THAT THE PROGRAM IS WORKING CORRECTLY. DELETE LINE 45 BEFORE CONTINUING WITH THE NEXT SECTION.

MIDNIGHT

This section of the program turns day into night. The bat, the witch and the burning flames appear. They are animated in different ways, depending on which computer you are using. But once you have learnt these techniques, you can use them in your own programs to create a variety of effects.



IF MACHINE CODE IS WRONG THE COMPUTER MAY "CRASH" AND YOU WILL LOSE THE WHOLE OF YOUR PROGRAM.

```
5200  REM PLACE MACHINE CODE
5210  READ L,C:T = 0:MACHINECODE = P
5220  FOR I = 1 TO L: READ X:T = T + X
5230  POKE P,X:P = P + 1
5240  NEXT : IF T = C THEN  RETURN
5250  PRINT : PRINT "CHECK LINES  5300 -> 5360": END
5300  DATA 57,5955,169, 32,133,  9,169, 64,133
5310  DATA  11,169,  0,133,  8,133, 10,168,169
5320  DATA  85,133, 12, 74,133, 13,177,  8, 72
5330  DATA  41,128,240,  9,152, 41,  1,170,104
5340  DATA  85, 12,208,  3,104, 73,127,145, 10
5350  DATA 200,208,232,230, 11,230,  9,165,  9
5360  DATA 201, 64,208,222, 96
```

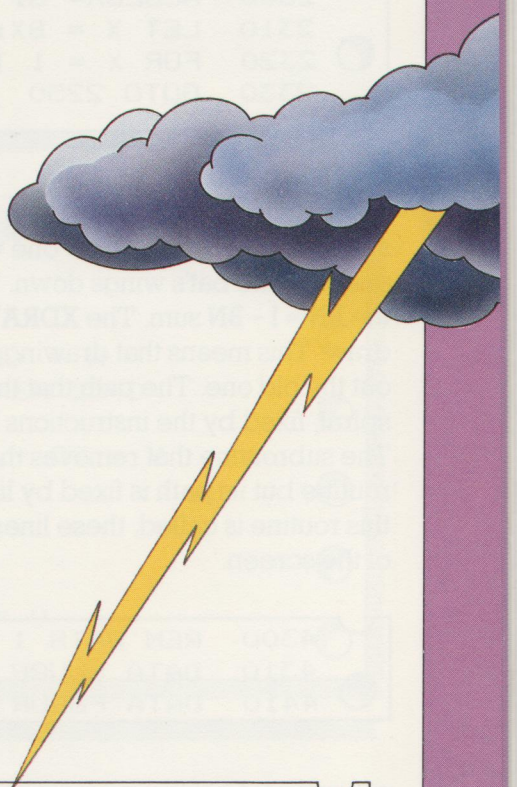
The machine code routine that switches day into night is contained in the **DATA** in lines 5300 through to 5360. Lines 5220 through 5240 **READ** the **DATA** and **POKE** it into memory. When you type in machine code you must get the figures exactly right. The routine adds up all the figures and checks them against a check sum – if you make a mistake, the message in line 5250 will be displayed.

When night falls the routine at line 5000 is called. It immediately calls the machine code which copies the daytime scene onto graphics screen 2.

```
5000  REM CAUSE NIGHTFALL
5010  CALL MACHINECODE: REM CREATE NIGHT ON SCRN 2
5020  POKE GPAGE,64: REM DRAW ON 2ND SCREEN
5030  HCOLOR= 3: DRAW 2 AT 15,7: REM MOON
5040  FOR X = 1 TO 2000: NEXT :X =  PEEK (P2GE)
5050  POKE GPAGE,32: GOSUB 5100: REM LIGHTNING ON S1
5060  POKE GPAGE,64: RETURN : REM NEXT PLOTS ON S2
```

```
4200  REM MOON
4210  DATA P5L3R D6LDL 6RD7L DL7RD 8LDRD LM3RP 3RM3R
4220  DATA DP2LM 5LP3L D4RD4 LD1OR UU3LR DRRDD 1OLD1
4230  DATA ORDRR 12LRD 11RLD 1OLRD 8RMD4 LP4LR D3RM2
4240  DATA RP2RL D5LRD 6RDR6 LRRD7 RLD4L E
```

POKEing **GPAGE** with **64** in line 5020 allows you to draw on the second screen. Remember that the first graphics screen is still the one that is appearing on the TV screen. The first thing to be drawn on screen two is the moon. The **DATA** for the shape of the moon is read in from lines 4210 through 4240. Like the rest of the shape **DATA**, it ends with an **E**. When the shape-table routine **READ**s an **E**, it knows that it has reached the end of the shape. This is shape two, so the **DRAW 2** instructions in line 5030 draws the moon up. It is drawn in color **3**, given by the **HCOLOR** command and the moon is drawn at coordinates 15, 7. Next there's a 2,000 time period pause. Then, by **PEEK**ing **P2GE**, the second graphics screen appears on the TV. Line 5050 **POKE**s **GPAGE** with **32** which allows you to draw on the first screen again. The computer then goes off to the subroutine at line 5100 to draw in the lightning. When it has done that **POKE**ing **GPAGE** with **64** lets you draw on screen 2 again.



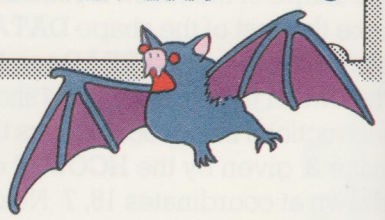
The lightning is drawn on graphics screen 1 by lines 5100 through to 5150 while the other screen is displayed on the TV. The lightning is drawn in color **7**, white, and is made of a long narrow triangle which thins toward the bottom. Every 23 lines down the screen this triangle is given a quick shift to the left to give it the proper jagged look of lightning.

```
5100  HCOLOR= 7:DX = 0:C = 0: REM DRAW LIGHTNING
5110  FOR Y = 1 TO 100:C = C + 1
5120  LET D1 = Y * .96:D2 = Y * 1.25
5130  IF C = 23 THEN DX = DX + 29 + D1 - D2:C = 0
5140  HPLOT 250 - D1 + DX,Y TO 279 - D2 + DX,Y
5150  NEXT : RETURN
```

To flash the lightning, the screen is changed to screen 1 by **PEEK**ing **P1GE**. This displays the day screen with the lightning drawn on it on the TV.

```
2400  REM FLASH LIGHTNING
2410  LET X =  PEEK (P1GE)
2420  FOR X = 1 TO 60
2430  NEXT :X =  PEEK (P2GE): RETURN
```

```
2200  REM BAT ROUTINES
2210  HCOLOR= 3:BN = 0:BA = 3:BR = 2:BX = 70
2220  GOSUB 2260: XDRAW 3 + BN AT BX,BY: RETURN
2230  HCOLOR= 3:X = BX:Y = BY: GOSUB 2260
2240  XDRAW 3 + BN AT X,Y:BN = 1 - BN
2250  XDRAW 3 + BN AT BX,BY: RETURN
2260  LET BX = BX + 2 *  COS (BA) +  RND (1)
2270  LET BY = BR *  SIN (2 * BA) + 65
2280  LET BA = BA + .1:BR = 2 *  LOG (BA): RETURN
2300  HCOLOR= 3: REM REMOVE BAT
2310  LET X = BX:Y = BY:BY = BY - 1: GOSUB 2240
2320  FOR X = 1 TO 50: NEXT : IF BY > 2 THEN 2310
2330  GOTO 2250
```



To make the bat appear to flap its wings there are two bat shapes in the shape table: one with the bat's wings up and one with the bat's wings down. The shapes are switched by the **BN=1−BN** sum. The **XDRAW** command is an "exclusive" draw. This means that drawing a new bat shape will blank out the old one. The path that the bat takes when it flies is a spiral, fixed by the instructions in lines 2260 through 2280. The subroutine that removes the bat calls the same drawing routine but its path is fixed by lines 2310 through 2330. When this routine is called, these lines make the bat fly off the top of the screen.

```
4300  REM BATS 1 & 2
4310  DATA MUURP RRDRD 3RURU RDRD3 LD3RU 3RURU RRE
4410  DATA P6RUR URDRD 3LD3R U6RE
```

The **DATA** for the two bat shapes is given in lines 4310 and 4410. Note that there are two "**E**s" in the **DATA**, so that the computer knows that there are two shapes. Draw the two bats on graph paper, using the **DATA**, in the way explained on page 30. Then along comes the witch.

```
2100  REM WITCH ROUTINES
2110  HCOLOR= 7:WX = 30:WY = 10
2120  XDRAW 5 AT WX,WY: RETURN
2150  HCOLOR= 7: REM MOVE WITCH
2160  LET X = WX: IF WX < 0 THEN  RETURN
2170  IF WX = 260 THEN WX =  - 1: GOTO 2190
2180  LET WX = WX + 1: XDRAW 5 AT WX,WY
2190  XDRAW 5 AT X,WY: RETURN
```

```
4500  REM WITCH
4510  DATA PRDLD LLMLD P3RD4 LDP2R M2RPR DRDRM 4RDP1
4520  DATA 8LD3R MUULP 3LM7R UP2RD 2LM2D RP2RD RDLDD
4530  DATA RE
```

In the witch routine, the **XDRAW** instruction is used to draw the witch over the background, but the background is returned intact when she has passed by. When the witch moves, two **XDRAWS** are used one after the other. The first draws up the new witch, the second blanks out what was left of the old one. Line 2170 detects when the witch has reached the edge of the screen, skips the new drawing instruction and goes straight to the blanking out line.

```
2500  LET H = 2:W = 2: REM ANIMATE FIRE
2510  FOR I = 1 TO 400
2520  IF H < 70 THEN H = H + 1
2530  IF W < 118 THEN W = W + 1
2540  LET X =  RND (1) * W:Y =  RND (1) * H
2550  IF I / (X + Y) < 2 *  RND (1) THEN 2540
2560  LET X = OX + 132 - X
2570  HCOLOR= 4 + 2 *  RND (1):Y = 80 + OY - Y
2580  DRAW 3 *  RND (1) + 6 AT X,Y
2590  NEXT
2600  REM CASTLE CRUMBLES
2610  LET X(1) = 60:Y(1) = 0:C(0) = 0
2620  LET X(2) = 200:Y(2) = 110:C(1) = 0
2630  GOSUB 6100: RETURN
```

There are three flame shapes and these are called up randomly, in random colors, in random positions that gradually cover the castle. The castle is made to crumble simply by printing a block of black over it using the subroutine at line 6100.

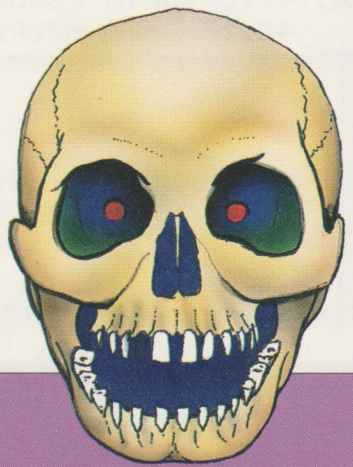
```
4600  REM 3 FLAMES
4610  DATA P3LU3 RU3LU 2RU2L URURU LURUE
4710  DATA P3RU3 LU3RU 2LU2R ULULU RULUE
4810  DATA M3UPU 2L4RU 4LRUR RULE
```

```
4900  REM SKULL
4910  DATA P17LD 2LDLD LDLDL 2DL4D L7DR4 DR3DR DRDRD
4920  DATA RDR3D 19R3U RURUR URUR3 UR4UR 7UL4U L2ULU
4930  DATA LULUL U2LUM 13DPL U4LDL 6DRD5 R7UM1 1LPLU
4940  DATA 4LDL7 D5RUR 6UM10 DP4D5 R4ULU 3LDLM 6L14D
4950  DATA P2DR4 D15R4 UR2U1 7LE
```

The skull in the sky is enlarged by setting the **SCALE** to **2**. And it is made to shimmer eerily in the sky by altering the position it is printed in slightly. The **X** position is shifted randomly by 3 high-resolution screen positions and the **Y** position is shifted randomly by 4. Line 2730 rolls the **RND** dice for these shifts. The skull, which is shape **9**, is then drawn by **XDRAW**. This also blanks out the last skull that appeared on the screen. The skull is printed up – and blanked out – 2,000 times before the computer **RETURN**s from this subroutine and the whole program **END**s. But, until then, the effect is very eerie indeed.

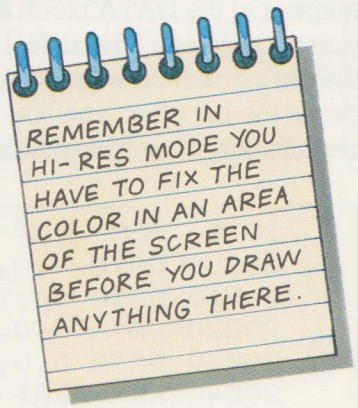
```
2700  REM SKULL IN SKY
2710  HCOLOR= 7: SCALE= 2
2720  FOR I = 1 TO 2000
2730  LET X =  RND (1) * 3:Y =  RND (1) * 4
2750  XDRAW 9 AT 148 + X,10 + Y
2760  NEXT : RETURN
```

All that is needed now to make the whole program work is shape-table **DATA** for the skull itself. This is typed in the code which consists of print and move commands and directional instructions as before. See if you can trace out the shape on a piece of graph paper. This will give you a clear outline of the skull shape, without the shimmer that is given by shifting its position when it is printed successively on the screen. And like the rest of the shape **DATA**, the skull's **DATA** ends with an **E** that tells the part of the initialization routine which is filling the shape table that this is the end of the last shape in this program. The machine code routine on pages 8 and 9 can be used in other programs that you write. It makes it much easier to create character shapes on the Apple IIe.



```
9000 REM ***          NIGHT TIME          ***
9010 POKE 53281,0
9020 FOR I=0 TO 8: FOR J=0 TO 3
9030 POKE SC+I*40+J,7
9040 NEXT J,I
9050 FOR I=0 TO 16: Y=5+I
9060 FOR J=0 TO 7: X=5+J
9070 MO=MO(I,J): IF MO>3 THEN 9090
9080 SYS MC,X,X,Y,MO
9090 NEXT J,I
9100 RETURN
```

Making darkness fall is easy. The **POKE** in line 9010 changes the background color – which was the sky's light blue – to black. But then the moon has to appear. Lines 9020 through 9040 **POKE** an area of the screen memory with **7**, the code for the color yellow. Lines 9050 through 9090 draw in the shape of the moon there using the machine code call **SYS MC**. The **DATA** for the moon is read out of the array **MO**.

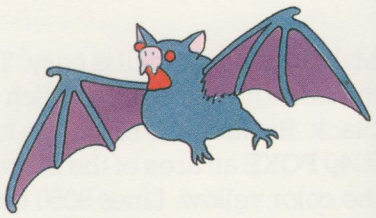


That same **DATA** is **READ** into the array **MO** by the initialization routine. But at that time we did not give it any **DATA**. Here it is now. You'll notice again that the shape of the moon is given by the **2**s. In the night routine, line 9070 skips the machine code call if it hits a **4** and nothing is printed on the screen. The points making up the moon are only printed on the screen when a **2** is found. Each **2** is also used in the **SYS MC** in line 9080 to tell the machine code to take its color from the screen memory.

```
20220 REM  DATA FOR MOON
20230 DATA4,4,4,4,4,2,2,2
20240 DATA4,4,4,2,2,2,4,4
20250 DATA4,4,4,2,2,4,4,4
20260 DATA4,4,2,2,4,4,4,4
20270 DATA4,2,2,2,4,4,4,4
20280 DATA4,2,2,2,4,4,4,4
20290 DATA4,2,2,4,4,4,4,4
20300 DATA4,2,2,4,2,4,2,4
20310 DATA2,2,2,4,4,4,4,4
20320 DATA2,2,2,4,4,4,4,4
20330 DATA2,2,2,2,2,2,4,4
20340 DATA2,2,2,4,4,2,4,4
20350 DATA2,2,2,4,4,4,4,4
20360 DATA4,2,2,4,2,4,4,4
20370 DATA4,4,2,2,2,2,4,2
20380 DATA4,4,2,2,2,2,2,4
20390 DATA4,4,4,2,2,2,4,4
```

```
10040 REM ***          MOVE BAT          ***
10050 FOR D=0 TO 30: NEXT
10060 T=1-T: POKE 2041,35+T
10070 IF X<1 OR X>69 THEN DX=-DX
10080 IF Y<49 OR Y>99 THEN DY=-DY
10090 IF RS=255 THEN DX=1: DY=0
10100 X=PEEK(V+2)+DX: Y=PEEK(V+3)+DY
10110 POKEV+2,X: POKEV+3,Y
10120 RETURN
```

The subroutine that moves the bat starts with a 30 time period delay. The little sum **T=1−T** in line 10060 flips the number of the **DATA** block **POKE**d into the bat's sprite pointer between **35** and **36**. Lines 10070 and 10080 change the bat's direction when it has reached its limits. Line 10090 sends the bat off screen when the witch comes by and the rest of the routine fixes the bat's sprite position.



```
20790 REM  BAT - WINGS UP
20800 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,28,0
20810 DATA 56,119,0,238,129,219,129,0,60,0,0,24,0,0,36
20820 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
20830 DATA 0,0,0,0,0,0,000
20840 REM  BAT - WINGS DOWN
20850 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
20860 DATA 0,0,129,219,129,119,60,238,28,24,53,0,36,0
20870 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
20880 DATA 0,0,0,0,0,000
```

The bat needs two lots of **DATA** – one to draw it with its wings up and one with its wings down. These are read into blocks **35** and **36** by the initialization routine. So each time the bat routine is called, the other picture is printed up. Alternating between the two images in this way makes the bat appear to flap its wings as it flies.

The witch flies on her broomstick though. Since she has no wings, she only needs one block of **DATA** for the one image.

```
20730 REM WITCH
20740 DATA 0,0,0,0,60,0,0,14
20750 DATA 0,0,15,0,0,15,192,0,23,0,0,7,128,2,15,0,1
20760 DATA 255,0,3,255,128,4,249,128,0,60,192,160,126
20770 DATA 224,84,126,112,171,255,255,84,191,0
20780 DATA 128,7,0,0,30,0,0,60,0,0,112,0,0,112,0,000
```

```
11000 REM ***          BURN          ***
11010 P(0)=116:P(1)=107:P(2)=228:P(3)=107
11020 P(4)=138:P(5)=147:P(6)=206:P(7)=147
11030 FOR I=0 TO 7: POKE V+I,P(I): NEXT
11040 POKE V+16,0: POKE V+28,255
11050 FOR I=0 TO 3:POKE2040+I,33:POKEV+39+I,2:NEXT
11060 POKE V+21,255:T=0
11070 FOR BU=1 TO 200: T=1-T
11080 POKE V+37,0+7*T: POKE V+38,7-7*T
11090 IF BU=100 THEN GOSUB 11140
11100 IF BU=50 THEN GOSUB 11160
11110 FOR D=0 TO 40:NEXT
11120 NEXT BU:POKE V+21,0
11130 FOR Y=0 TO 117:SYS MC,40,120,Y,0:NEXT:RETURN
11140 FOR I=0 TO 3: POKE V+2*I,P(2*I)-12
11150 POKE V+29,15: NEXTI: RETURN
11160 FOR I=0 TO3:POKE V+1+2*I,P(2*I+1)-20
11170 POKE V+23,15: NEXTI: RETURN
```

Lines 11010 and 11020 give the coordinates of the flames. Line 11040 sets the sprites to high-resolution mode, and line 11050 sets their color to **2**, or red. Once the flame sprites are turned on, the burn time, **BU**, is set to 200. Line 11080 flips the sprite's high-resolution color between yellow and black to make them flicker. When **BU** reaches 50, and again at 100, the program branches to subroutines which make the sprites expand. But when that happens the sprites have to be repositioned. Line 11030 finally burns the place down.

```
20650 REM  FLAME
20660 DATA 0,192,0,0,4,0,1,0,0,1,204,0,5,196,0,5,196,0
20670 DATA 5,76,0,7,100,0,7,164,0,7,225,0,1,225,0,1
20680 DATA 233,0,192,232,112,48,104,112,60,232,112
20690 DATA 25,229,64,58,109,192,14,229,192,14,105
20700 DATA 192,7,186,180,1,174,180,255
```

All the flames are the same shape, so they only need one lot of **DATA**. This is **POKE**d into memory by the initialization program. They don't all look the same on the screen though, because of the use of constantly changing colors.

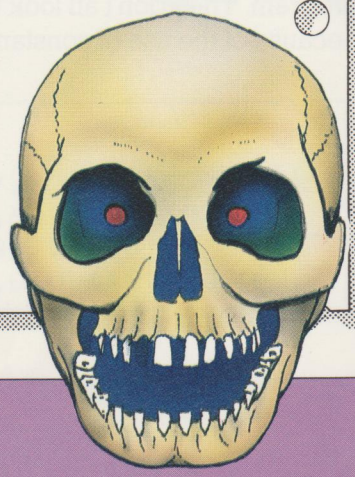
```
10000 REM ***          LIGHTNING          ***
10010 FOR LI=1 TO 0 STEP-1
10020 POKE53281,LI: FOR D=0 TO 50: NEXTD,LI
10030 RETURN
```

All the lightning subroutine does is to make the lightning flash. The lightning appears when 53281 is **POKE**d with 1. After a pause caused by the machine counting to 50, the lightning disappears when it is changed back to black again.

```
12000 REM ***          SKULL              ***
12010 FOR I=1 TO 12: FOR J=15 TO 24
12020 POKE SC+I*40+J,RND(0)*255: NEXTJ,I
12030 FOR I=14 TO 0 STEP -1: FOR J=0 TO 9
12040 MO=RND(0)*2+1: IF SK(I,J)=4 THEN 12080
12050 X=60+J*4: Y=40+I*4
12060 SYS MC,X,X+2,Y,MO
12070 SYS MC,X,X+2,Y+1,MO
12080 NEXT J,I
12090 RETURN
```

To create the eerie skull, lines 12010 and 12020 **POKE** random color values into the screen memory in the area that is going to be occumped by the skull. The **DATA** for the skull is read out of the array **SK**. If the element of the array for that particular area is **4**, the drawing lines are skipped. Otherwise, random numbers between **1** and **3** direct the machine code to pick its colors from different areas of memory.
The **0**s in the skull data draw out the shape of the skull and the **4**s are left as the background.

```
20400 REM  DATA FOR SKULL
20410 DATA 4,4,4,0,0,0,0,4,4,4
20420 DATA 4,0,0,0,0,0,0,0,0,4
20430 DATA 4,0,0,0,0,0,0,0,0,4
20440 DATA 0,0,0,0,0,0,0,0,0,0
20450 DATA 0,0,4,0,0,0,0,4,0,0
20460 DATA 0,0,4,4,0,0,4,4,0,0
20470 DATA 0,0,4,4,0,0,4,4,0,0
20480 DATA 0,0,0,0,0,0,0,0,0,0
20490 DATA 4,0,0,0,4,0,0,0,0,4
20500 DATA 4,0,0,0,4,4,0,0,0,4
20510 DATA 4,0,0,0,0,0,0,0,0,4
20520 DATA 4,4,4,0,0,0,0,4,4,4
20530 DATA 4,4,0,0,0,0,0,0,4,4
20540 DATA 4,4,0,4,4,4,4,0,4,4
20550 DATA 4,4,0,0,0,0,0,0,4,4
```



Program listings

What follows is the complete program for both computers. List the program and check it against the full listing here. Even the smallest mistake can cause problems. Take special care to check the **DATA** lines. A comma out of place here can stop the whole program working. When you have a full, working program, **SAVE** it on tape or disk, using the commands in your user's manual.

APPLE IIe

```
1  REM HAUNTED\HOUSE
5  DEF  FN MOD(X) = 256 * (X / 256 -  INT (X / 256))
100  GOSUB 1000: REM INITIALIZATIONS
110  GOSUB 6000: REM BACKGROUND & CASTLE
120  GOSUB 6500: REM TREES
130  GOSUB 5000: REM NIGHTFALL
140  GOSUB 2400: REM LIGHTNING
150  FOR TI = 1 TO 250
160  IF TI = 10 THEN  GOSUB 2100: REM START WITCH
170  IF TI > 10 THEN  GOSUB 2150: REM MOVE WITCH
180  IF TI = 30 THEN  GOSUB 2200: REM START BAT
190  IF TI > 30 THEN  GOSUB 2230: REM MOVE BAT
200  IF  RND (1) < .07 THEN  GOSUB 2400: REM LIGHTNING
210  NEXT TI: GOSUB 2300: REM REMOVE BAT
220  GOSUB 2400: GOSUB 2400: REM STORM
230  GOSUB 2500: REM FIRE
240  FOR X = 1 TO 1000: NEXT : GOSUB 2700: REM SKULL
250  TEXT : END
1000  REM INITIALIZE PEEK AND POKE ADDRESSES
1010  LET P1GE = 49236:P2GE = 49237
1020  LET FULLSCREEN = 49234:GPAGE = 230
1030  LET CLICK = 49200:P = 24576
1040  GOSUB 3000: REM SET UP SHAPE TABLE
1050  GOSUB 5200: REM PUT MACHINE CODE IN
1060  HGR :X =  PEEK (FULLSCREEN)
1070  SCALE= 1: ROT= 0: RETURN
2100  REM WITCH ROUTINES
2110  HCOLOR= 7:WX = 30:WY = 10
2120  XDRAW 5 AT WX,WY: RETURN
2150  HCOLOR= 7: REM MOVE WITCH
2160  LET X = WX: IF WX < 0 THEN  RETURN
2170  IF WX = 260 THEN WX =  - 1: GOTO 2190
2180  LET WX = WX + 1: XDRAW 5 AT WX,WY
2190  XDRAW 5 AT X,WY: RETURN
2200  REM BAT ROUTINES
2210  HCOLOR= 3:BN = 0:BA = 3:BR = 2:BX = 70
2220  GOSUB 2260: XDRAW 3 + BN AT BX,BY: RETURN
2230  HCOLOR= 3:X = BX:Y = BY: GOSUB 2260
2240  XDRAW 3 + BN AT X,Y:BN = 1 - BN
2250  XDRAW 3 + BN AT BX,BY: RETURN
2260  LET BX = BX + 2 *  COS (BA) +  RND (1)
2270  LET BY = BR *  SIN (2 * BA) + 65
2280  LET BA = BA + .1:BR = 2 *  LOG (BA): RETURN
2300  HCOLOR= 3: REM REMOVE BAT
2310  LET X = BX:Y = BY:BY = BY - 1: GOSUB 2240
2320  FOR X = 1 TO 50: NEXT : IF BY > 2 THEN 2310
2330  GOTO 2250
2400  REM FLASH LIGHTNING
2410  LET X =  PEEK (P1GE)
2420  FOR X = 1 TO 60
2430  NEXT :X =  PEEK (P2GE): RETURN
2500  LET H = 2:W = 2: REM ANIMATE FIRE
2510  FOR I = 1 TO 400
2520  IF H < 70 THEN H = H + 1
2530  IF W < 118 THEN W = W + 1
2540  LET X =  RND (1) * W:Y =  RND (1) * H
2550  IF I / (X + Y) < 2 *  RND (1) THEN 2540
2560  LET X = QX + 132 - X
2570  HCOLOR= 4 + 2 *  RND (1):Y = 80 + QY - Y
2580  DRAW 3 *  RND (1) + 6 AT X,Y
2590  NEXT
2600  REM CASTLE CRUMBLES
2610  LET X(1) = 60:Y(1) = 0:C(0) = 0
2620  LET X(2) = 200:Y(2) = 110:C(1) = 0
2630  GOSUB 6100: RETURN
2700  REM SKULL IN SKY
2710  HCOLOR= 7: SCALE= 2
2720  FOR I = 1 TO 2000
2730  LET X =  RND (1) * 3:Y =  RND (1) * 4
2750  XDRAW 9 AT 148 + X,10 + Y
2760  NEXT : RETURN
3000  READ SN: REM SHAPE TABLE SET UP
3010  POKE P,SN: POKE P + 1,0:ST = P + 2
3020  POKE 232, FN MOD(P): POKE 233, INT (P / 256)
3030  LET P = ST + 2 * SN
3040  FOR SS = 0 TO SN - 1:I = P - ST + 2
3050  LET A = ST + 2 * SS: POKE A, FN MOD(T)
3060  POKE A + 1, INT (T / 256):D$ = "":R = 0
3070  POKE P,25:P = P + 1: GOSUB 3150: NEXT : RETURN
3100  LET X = X + B: FOR I = 1 TO R
```

COMMODORE 64

```
5 REM ***     STARTER PROGRAM          ***
10 FOR I=0 TO 214: READ D: CS=CS+D
20 POKE 49152+I,D: NEXT I
30 IF CS<>29713 THEN PRINT "DATA ERROR!":END
40 POKE642,64:SYS64766
100 DATA0,32,253,174,32,158,183,134,253,32,253,174
110 DATA32,158,183,138,72,32,253,174,32,158,183,138
120 DATA41,7,133,254,138,74,74,74,133,251,10,10
130 DATA101,251,160,6,162,0,134,252,42,38,252,136
140 DATA208,250,101,254,133,251,165,253,41,252,10,144
150 DATA3,230,252,24,101,251,133,251,165,252,105,32
160 DATA133,252,32,253,174,32,158,183,138,141,0,192
170 DATA160,3,10,10,13,0,192,136,208,248,141,0
180 DATA192,165,253,74,74,133,255,104,133,254,74,74
190 DATA56,229,255,240,52,133,255,32,178,192,32,149
200 DATA192,169,8,24,101,251,133,251,165,252,105,0
210 DATA133,252,198,255,240,8,173,0,192,145,251,76
220 DATA121,192,32,197,192,72,73,255,49,251,145,251
230 DATA104,45,0,192,17,251,145,251,96,32,178,192
240 DATA133,255,32,197,192,37,255,76,149,192,169,255
250 DATA72,165,253,41,3,240,8,170,104,74,74,202
260 DATA208,251,96,104,96,169,255,72,169,252,5,254
270 DATA170,104,232,208,1,96,10,10,76,206,192


5 REM ***     ===HAUNTED HOUSE===      ***
10 GOSUB 14000:REM INITIALIZE
20 GOSUB 1000 :REM BACKGROUND
30 GOSUB 2000 :REM CASTLE
40 GOSUB 8000 :REM TREES
50 GOSUB 9000 :REM NIGHT
60 POKE V+21,243:DX=-1:DY=-1
70 FOR WX=10 TO 346 STEP 2:LI=RND(0)*20
80 IF LI>19 THEN GOSUB 10000:REM LIGHTNING
90 IF WX>255 THEN RS=255:POKE V+16,3
100 POKE V+0,WX-RS:REM WITCH
110 GOSUB 10040:REM BAT
120 NEXT WX: POKE V+21,240
130 GOSUB 11000:REM BURN
140 GOSUB 12000:REM SKULL
150 END
1000 REM ***          BACKGROUND          ***
1010 FOR I=0 TO 39: POKE 55856+I,11: NEXT
1020 FOR I=15 TO 24: FOR J=0 TO 39
1030 POKE CO+I*40+J,5: POKE SC+I*40+J,121
1040 NEXT J,I
1050 SYS MC,0,159,119,3
1060 FOR Y=120 TO 199: SYS MC,0,159,Y,3
1070 NEXT Y: RETURN
2000 REM ***     CASTLE-MAIN BODY     ***
2010 Y1=10:Y2=16:X1=14:X2=25:C=2:GOSUB 13000
2020 FORI=0TO69: X=RND(0)*48+56
2030 SYS MC,X,X,RND(0)*56+80,2
2040 NEXT I
3000 REM *** TURRETS LEFT & RIGHT  ***
3010 Y1=6:Y2=11:X1=12:X2=15:C=2:GOSUB13000
3020 X1=24:X2=27: GOSUB13000
3030 FOR I=0 TO 39
3040 X=RND(0)*16+48:SYS MC,X,X,RND(0)*48+48,2
3050 X=RND(0)*16+96:SYS MC,X,X,RND(0)*48+48,2
3060 NEXT I
4000 REM ***        TURRET TOPS          ***
4010 FORI=1 TO 5: FORJ=11 TO 16
4020 POKE SC+I*40+J,11: NEXTJ,I
4030 FORI=1TO9: FORJ=0TO3
4040 SYS MC,56-I,55+I,8+I*4+J,2: NEXTJ,I
4050 FORI=1TO5: FORJ=23TO28
4060 POKE SC+I*40+J,11: NEXTJ,I
4070 FORI=1TO9: FORJ=0TO3
4080 SYS MC,104-I,103+I,8+I*4+J,2: NEXTJ,I
5000 REM ***          MAIN ROOF          ***
5010 FOR I=8 TO 9: FOR J=16 TO 23
5020 POKE SC+I*40+J,11: NEXT J,I
5030 FOR Y=70 TO 79: SYS MC,64,95,Y,2: NEXT Y
6000 REM ***        BATTLEMENTS          ***
6010 FOR I=0 TO 1: FOR J=0 TO 1
6020 POKE 1441+I*4+J,11: NEXT J,I
6030 FOR Y=80 TO 87
6040 SYS MC,68,75,Y,2: SYS MC,83,91,Y,2
```

APPLE IIe continued

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3110  IF  PEEK (P - 1) > 8 OR X > 8 THEN 3130
3120  POKE P - 1,8 * X +  PEEK (P - 1): GOTO 3140
3130  POKE P,X:P = P + 1
3140  NEXT :R = 0
3150  IF D$ = "" THEN  READ D$: PRINT ".";
3160  LET A$ =  LEFT$ (D$,1)
3170  LET D$ =  MID$ (D$,2, LEN (D$) - 1)
3180  IF A$ = "R" THEN X = 1: GOTO 3100
3190  IF A$ = "D" THEN X = 2: GOTO 3100
3200  IF A$ = "L" THEN X = 3: GOTO 3100
3210  IF A$ = "U" THEN X = 128: GOTO 3100
3220  IF A$ = "M" THEN B = 0: GOTO 3150
3230  IF A$ = "P" THEN B = 4: GOTO 3150
3240  IF A$ = " " THEN 3150
3250  IF A$ < "0" OR A$ > "9" THEN 3270
3260  LET R = 10 * R +  VAL (A$): GOTO 3150
3270  POKE P,X: POKE P + 1,0:P = P + 2: RETURN
4000  REM 9 GRAPHIC ELEMENTS
4010  DATA  9
4100  REM  TREE
4110  DATA P2LUD 9LM3L P2LMU 2RP7R MRUP7 LMU2R P6RU5
4120  DATA LU4RM ULP3L MURP3 RMRUP 4LU4R U4LML UP4RU
4130  DATA 4LU4R U4LML UP7RM 5RUP2 LM2LP 14LD3 LDL3D
4140  DATA MR8UP DR2D6 RM3RP 9RMRU P11LU ULM3L P2LMU
4150  DATA RPRU3 LULM3 RP3RU 2LU2L U2LUM 4U2RP 2RDRD
4160  DATA RLDRD RLDRD RLDRD RLDRD RLDRD RDLDR MDD3R P4RM2
4170  DATA RP3RU L3RUR URDDM M10U3 LPLDL D6LDR 3URUR
4180  DATA M2LPL 3D2R2 D2RU2 DLDRD 2LDRD LDRE
4200  REM MOON
4210  DATA P5L3R D6LDL 6RD7L DL7RD 8LDRD LM3RP 3RM3R
4220  DATA DP2LM 5LP3L D4RD4 LD10R UU3LR DRRDD 10LD1
4230  DATA ORDRR 12LRD 11RLD 10LRD 8RMD4 LP4LR D3RM2
4240  DATA RP2RL D5LRD 6RDR6 LRRD7 RLD4L E
4300  REM BATS 1 & 2
4310  DATA MUURP RRDRD 3RURU RDRD3 LD3RU 3RURU RRE
4410  DATA P6RUR URDRD 3LD3R U6RE
4500  REM WITCH
4510  DATA PRDLD LLMLD P3RD4 LDP2R M2RPR DRDRM 4RDP1
4520  DATA 8LD3R MUULP 3LM7R UP2RD 2LM2D RP2RD RDLDD
4530  DATA RE
4600  REM 3 FLAMES
4610  DATA P3LU3 RU3LU 2RU2L URURU LURUE
4710  DATA P3RU3 LU3RU 2LU2R ULULU RULUE
4810  DATA M3UPU 2L4RU 4LRUR RULE
4900  REM SKULL
4910  DATA P17LD 2LDLD LDLDL 2DL4D L7DR4 DR3DR DRDRD
4920  DATA RDR3D 19R3U RURUR URUR3 UR4UR 7UL4U L2ULU
4930  DATA LULUL U2LUM 13DPL U4LDL 6DRD5 R7UM1 1LPLU
4940  DATA 4LDL7 D5RUR 6UM10 DP4D5 R4ULU 3LDLM 6L14D
4950  DATA P2DR4 D15R4 UR2U1 7LE
5000  REM CAUSE NIGHTFALL
5010  CALL MACHINECODE: REM CREATE NIGHT ON SCRN 2
5020  POKE GPAGE,64: REM DRAW ON 2ND SCREEN
5030  HCOLOR= 3: DRAW 2 AT 15,7: REM MOON
5040  FOR X = 1 TO 2000: NEXT :X =  PEEK (P2GE)
5050  POKE GPAGE,32: GOSUB 5100: REM LIGHTNING ON S1
5060  POKE GPAGE,64: RETURN : REM NEXT PLOTS ON S2
5100  HCOLOR= 7:DX = 0:C = 0: REM DRAW LIGHTNING
5110  FOR Y = 1 TO 100:C = C + 1
5120  LET D1 = Y * .96:D2 = Y * 1.25
5130  IF C = 23 THEN DX = DX + 29 + D1 - D2:C = 0
5140  HPLOT 250 - D1 + DX,Y TO 279 - D2 + DX,Y
5150  NEXT : RETURN
5200  REM PLACE MACHINE CODE
5210  READ L,C:T = 0:MACHINECODE = P
5220  FOR I = 1 TO L: READ X:T = T + X
5230  POKE P,X:P = P + 1
5240  NEXT : IF T = C THEN  RETURN
5250  PRINT : PRINT "CHECK LINES  5300 -> 5360": END
5300  DATA 57,5955,169,  32,133,  9,169,  64,133
5310  DATA  11,169,  0,133,  8,133,  10,168,169
5320  DATA  85,133,  12,  74,133,  13,177,  8,  72
5330  DATA  41,128,240,  9,152,  41,  1,170,104
5340  DATA  85,  12,208,  3,104,  73,127,145,  10
5350  DATA 200,208,232,230,  11,230,  9,165,  9
5360  DATA 201,  64,208,222,  96
6000  REM GRAPHIC DATA INTERPRETER
6010  READ R$,X(1),Y(1),X(2),Y(2),X(3),Y(3),C(0),C(1)
6020  IF R$ = "ORIGIN" THEN OX = X(1):OY = Y(1)
6030  FOR I = 1 TO 3:X(I) = X(I) + OX
6040  LET Y(I) = Y(I) + OY: NEXT I
6050  IF R$ = "BLOCK" THEN  GOSUB 6100
6060  IF R$ = "TRIANGLE" THEN  GOSUB 6200
6070  IF R$ = "STOP" THEN  RETURN
6080  GOTO 6010
6100  LET T = 1: REM FILL BLOCK IN 2 COLOURS
6120  FOR I = Y(1) TO Y(2):T = 1 - T
6130  HCOLOR= C(T): HPLOT X(1),I TO X(2),I
6140  NEXT : RETURN
6200  REM FILL TRIANGLE APEX (X2,Y2)
6210  LET H = Y(1) - Y(2):K1 = (X(2) - X(1)) / H
6220  LET K2 = (X(3) - X(2)) / H:T = 1
6230  FOR I = 0 TO H:T = 1 - T: HCOLOR= C(T)
6240  HPLOT X(1) + K1 * I,Y(1) + I
6245  HPLOT  TO X(3) - K2 * I,Y(3) + I
6250  NEXT : RETURN
6500  HCOLOR= 3: REM TREES
6510  FOR T = 1 TO 20
6520  LET X =  RND (1) * 250:Y =  RND (1) * 26
6530  DRAW 1 AT X + 25,191 - Y: NEXT : RETURN
7000  REM SKY,GRASS & PATH.
7010  DATA ORIGIN,0,0,0,0,0,0,0,0
7020  DATA BLOCK,  0,  0,279,135,  0,  0,6,6
7030  DATA BLOCK,  0,136,279,191,  0,  0,1,1
7040  DATA TRIANGLE, 50,191,180,126, 75,191,0,3
7050  REM CASTLE DATA
7060  DATA ORIGIN, 63,  30,0,0,0,0,0,0
```

COMMODORE 64 continued

```
6050 NEXT Y
7000 REM ***    WINDOWS AND DOOR     ***
7010 POKEV+21,240
7020 Y1=14:Y2=16:X1=19:X2=20
7030 C=9:NS=1:GOSUB 13000
7040 RETURN
8000 REM ***          TREES          ***
8010 FOR TR=0 TO 9
8020 TY=INT(RND(0)*46)+120: TX=INT(RND(0)*144)
8030 IF (TX>40 AND TX<104) AND TY<136 THEN 8020
8040 FOR I=20 TO 0 STEP-1: Y=TY+I
8050 FOR J=0 TO 15: X=TX+J
8060 MO=TR(I,J): IFMO<>2 THEN 8080
8070 SYS MC,X,X,Y,MO
8080 NEXT J,I,TR
8090 RETURN
9000 REM ***        NIGHT TIME       ***
9010 POKE 53281,0
9020 FOR I=0 TO 8: FOR J=0 TO 3
9030 POKE SC+I*40+J,7
9040 NEXT J,I
9050 FOR I=0 TO 16: Y=5+I
9060 FOR J=0 TO 7: X=5+J
9070 MO=MO(I,J): IF MO>3 THEN 9090
9080 SYS MC,X,X,Y,MO
9090 NEXT J,I
9100 RETURN
10000 REM ***        LIGHTNING          ***
10010 FOR LI=1 TO 0 STEP-1
10020 POKE53281,LI: FOR D=0 TO 50: NEXTD,LI
10030 RETURN
10040 REM ***         MOVE BAT          ***
10050 FOR D=0 TO 30: NEXT
10060 T=1-T: POKE 2041,35+T
10070 IF X<1 OR X>69 THEN DX=-DX
10080 IF Y<49 OR Y>99 THEN DY=-DY
10090 IF RS=255 THEN DX=1: DY=0
10100 X=PEEK(V+2)+DX: Y=PEEK(V+3)+DY
10110 POKEV+2,X: POKEV+3,Y
10120 RETURN
11000 REM ***           BURN           ***
11010 P(0)=116:P(1)=107:P(2)=228:P(3)=107
11020 P(4)=138:P(5)=147:P(6)=206:P(7)=147
11030 FOR I=0 TO 7: POKE V+I,P(I): NEXT
11040 POKE V+16,0: POKE V+28,255
11050 FOR I=0 TO 3:POKE2040+I,33:POKEV+39+I,2:NEXT
11060 POKE V+21,255:T=0
11070 FOR BU=1 TO 200: T=1-T
11080 POKE V+37,0+7*T: POKE V+38,7-7*T
11090 IF BU=100 THEN GOSUB 11140
11100 IF BU=50 THEN GOSUB 11160
11110 FOR D=0 TO 40:NEXT
11120 NEXT BU:POKE V+21,0
11130 FOR Y=0 TO 117:SYS MC,40,120,Y,0:NEXT:RETURN
11140 FOR I=0 TO 3: POKE V+2*I,P(2*I)-12
11150 POKE V+29,15: NEXTI: RETURN
11160 FOR I=0 TO3:POKE V+1+2*I,P(2*I+1)-20
11170 POKE V+23,15: NEXTI: RETURN
12000 REM ***         SKULL          ***
12010 FOR I=1 TO 12: FOR J=15 TO 24
12020 POKE SC+I*40+J,RND(0)*255: NEXTJ,I
12030 FOR I=14 TO 0 STEP -1: FOR J=0 TO 9
12040 MO=RND(0)*2+1: IF SK(I,J)=4 THEN 12080
12050 X=60+J*4: Y=40+I*4
12060 SYS MC,X,X+2,Y,MO
12070 SYS MC,X,X+2,Y+1,MO
12080 NEXT J,I
12090 RETURN
13000 REM ***         DRAW BOX          ***
13010 FOR I=Y1 TO Y2: FOR J=X1 TO X2
13020 POKE SC+I*40+J,134: POKE CO+I*40+J,C
13030 NEXT J,I
13040 FOR Y=Y1*8 TO Y2*8+7
13050 SYS MC,X1*4,X2*4+3,Y,3
13060 NEXT Y
13070 IF NS=1 THEN RETURN
13080 FOR Y=Y2*8+7 TO Y1*8 STEP-2
13090 SYS MC,X1*4,X2*4+3,Y,1
13100 NEXT Y
13110 RETURN
14000 REM ***         INITIALIZE         ***
14010 PRINT"■":POKE53280,11:POKE53281,14
14020 POKE53270,PEEK(53270)OR16:REM MULTICOLOUR MODE
14030 POKE53272,PEEK(53272)OR8:REM PUT SCREEN AT 8192
14040 POKE53265,PEEK(53265)OR32:REM SWITCH TO BITMAP
14050 DIM TR(33,15),DO(16,8),MO(37,10),SK(28,14)
14060 FORI=0TO20:FORJ=0TO15:READTR(I,J):NEXTJ,I
14070 FORI=0TO16:FORJ=0TO7:READMO(I,J):NEXTJ,I
14080 FORI=0TO14:FORJ=0TO9:READSK(I,J):NEXTJ,I
14090 V=53248:SC=1024:CO=55296:MC=49153:LI=0
14100 POKEV+8,120:POKEV+ 9,107:REM WINDOWS
14110 POKEV+10,232:POKEV+11,107
14120 POKEV+12,142:POKEV+13,147
14130 POKEV+14,210:POKEV+15,147
14140 POKEV+00,10 :POKEV+01,60 :REM WITCH
14150 POKEV+02,50 :POKEV+03,80 :REM BAT
14160 FORI=0TO7:POKEV+39+I,1:NEXT:REM COLOURS
14170 FORI=4TO7:POKE2040+I,32:NEXT:REM POINTERS
14180 POKE2040,34:POKE2041,35:POKEV+16,2
14190 POKEV+37,10:POKEV+38,8:POKEV+28,240:REM MC MODE
14200 FORI=0TO319:READ D:POKE2048+I,D:NEXT
14210 FOR Y=0TO199:SYS MC,0,159,Y,0:NEXT
14220 RETURN
20000 REM         DATA FOR TREE
20010 DATA4,2,4,4,4,4,4,2,4,4,2,4,2,4,4,4
20020 DATA2,2,4,4,2,2,4,4,2,4,4,2,4,4,4,4
20030 DATA4,4,2,4,4,2,4,4,2,4,4,2,4,4,4,4
```

APPLE IIe continued

```
7070  DATA BLOCK, 28, 60,118,120,  0,  0,1,2
7080  DATA BLOCK, 14, 40, 41, 80,  0,  0,1,2
7090  DATA BLOCK,105, 40,132, 80,  0,  0,1,2
7100  REM ROOFS ON TURRETS
7110  DATA TRIANGLE, 10, 39, 28,  0, 44, 39,5,5
7120  DATA TRIANGLE,103, 39,118,  0,136, 39,5,5
7130  REM BATTLEMENTS
7140  DATA BLOCK, 42, 45,103, 59,  0,  0,5,5
7150  DATA BLOCK, 49, 60, 55, 65,  0,  0,5,5
7160  DATA BLOCK, 63, 60, 69, 65,  0,  0,5,5
7170  DATA  BLOCK, 77, 60, 83, 65,  0,  0,5,5
7180  DATA BLOCK, 91, 60, 97, 65,  0,  0,5,5
7190  REM WINDOWS & DOOR
7200  DATA BLOCK, 21, 43, 27, 51,  0,  0,0,3
7210  DATA BLOCK,119, 43,125, 51,  0,  0,0,3
7220  DATA BLOCK, 28, 60, 34, 70,  0,  0,0,3
7230  DATA BLOCK,112, 60,118, 70,  0,  0,0,3
7240  DATA BLOCK, 35, 90, 48,102,  0,  0,0,3
7250  DATA BLOCK, 98, 90,111,102,  0,  0,0,3
7260  DATA BLOCK, 63,105, 83,120,  0,  0,0,3
7270  DATA STOP,0,0,0,0,0,0,0,0
```

COMMODORE 64 continued

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20040 DATA4,4,2,4,4,4,2,4,2,4,4,4,2,4,4
20050 DATA4,4,4,2,4,2,4,4,2,2,4,4,4,2,4,2,4
20060 DATA4,4,4,4,4,2,4,4,4,2,4,4,2,2,4,4,4
20070 DATA4,4,4,4,2,4,4,4,4,2,4,4,2,2,4,4,4
20080 DATA4,4,4,2,2,4,4,4,4,2,4,2,2,4,4,4,4
20090 DATA4,4,2,4,2,2,2,2,2,2,4,2,4,4,4,4,2,4
20100 DATA4,4,4,2,4,4,4,2,2,2,2,4,2,4,4,4,4
20110 DATA4,4,4,2,4,4,4,2,2,2,2,4,2,4,4,4,4
20120 DATA4,4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4
20130 DATA4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4,4
20140 DATA4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4,4
20150 DATA4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4,4
20160 DATA4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4,4
20170 DATA4,4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4
20180 DATA4,4,4,4,4,4,4,2,2,2,2,4,4,4,4,4,4
20190 DATA4,4,4,4,4,4,2,2,2,2,2,4,4,4,4,4,4
20200 DATA4,4,4,4,4,2,2,2,2,2,2,2,4,4,4,4,4
20210 DATA4,2,2,2,4,2,2,2,2,2,2,2,2,2,4,4,4
20220 REM  DATA FOR MOON
20230 DATA4,4,4,4,4,2,2,2
20240 DATA4,4,4,2,2,2,4,4
20250 DATA4,4,4,2,2,4,4,4
20260 DATA4,4,2,2,4,4,4,4
20270 DATA4,2,2,2,4,4,4,4
20280 DATA4,2,2,2,4,4,4,4
20290 DATA4,2,2,4,4,4,4,4
20300 DATA4,2,2,4,2,4,2,4
20310 DATA2,2,2,4,4,4,4,4
20320 DATA2,2,2,4,4,4,4,4
20330 DATA2,2,2,2,2,2,4,4
20340 DATA2,2,2,4,4,2,4,4
20350 DATA2,2,2,4,4,4,4,4
20360 DATA4,2,2,4,2,4,4,4
20370 DATA4,4,2,2,2,2,4,2
20380 DATA4,4,2,2,2,2,2,4
20390 DATA4,4,4,2,2,2,4,4
20400 REM  DATA FOR SKULL
20410 DATA 4,4,4,0,0,0,0,4,4,4
20420 DATA 4,0,0,0,0,0,0,0,0,4
20430 DATA 4,0,0,0,0,0,0,0,0,4
20440 DATA 0,0,0,0,0,0,0,0,0,0
20450 DATA 0,0,4,0,0,0,0,4,0,0
20460 DATA 0,0,4,4,0,0,4,4,0,0
20470 DATA 0,0,4,4,0,0,4,4,0,0
20480 DATA 0,0,0,0,0,0,0,0,0,0
20490 DATA 4,0,0,0,4,0,0,0,0,4
20500 DATA 4,0,0,0,4,4,0,0,0,4
20510 DATA 4,0,0,0,0,0,0,0,0,4
20520 DATA 4,4,4,0,0,0,0,4,4,4
20530 DATA 4,4,0,0,0,0,0,0,4,4
20540 DATA 4,4,0,4,4,4,4,0,4,4
20550 DATA 4,4,0,0,0,0,0,0,4,4
20560 REM  SPRITE DATA:WINDOW
20570 DATA 255,252,0,86,84,0,250,188,0,90,148,0,250
20580 DATA 188,0,90,148,0,250,188,0,90,148,0,250,188,0
20590 DATA 90,148,0,250,188,0,90,148,0,250,188,0,90
20600 DATA 148,0,250,188,0,90,148,0,250,188,0,90,148,0
20610 DATA 250,188,0,90,148,0,255,252,0,000
20650 REM  FLAME
20660 DATA 0,192,0,0,4,0,1,0,0,1,204,0,5,196,0,5,196,0
20670 DATA 5,76,0,7,100,0,7,164,0,7,225,0,1,225,0,1
20680 DATA 233,0,192,232,112,48,104,112,60,232,112
20690 DATA 25,229,64,58,109,192,14,229,192,14,105
20700 DATA 192,7,186,180,1,174,180,255
20730 REM WITCH
20740 DATA 0,0,0,0,60,0,0,14
20750 DATA 0,0,15,0,0,15,192,0,23,0,0,7,128,2,15,0,1
20760 DATA 255,0,3,255,128,4,249,128,0,60,192,160,126
20770 DATA 224,84,126,112,171,255,255,84,191,0
20780 DATA 128,7,0,0,30,0,0,60,0,0,112,0,0,112,0,000
20790 REM  BAT - WINGS UP
20800 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,28,0
20810 DATA 56,119,0,238,129,219,129,0,60,0,0,24,0,0,36
20820 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
20830 DATA 0,0,0,0,0,0,000
20840 REM  BAT - WINGS DOWN
20850 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
20860 DATA 0,0,129,219,129,119,60,238,28,24,53,0,36,0
20870 DATA 0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0,0
20880 DATA 0,0,0,0,0,000
```

Glossary

DATA A list of information that is required by a program. **DATA** can consist of words or numbers, or both together. A program is sent to the **DATA** with the instruction **READ**.

FOR.....NEXT This is a sequence of commands that is used to make the computer repeat an operation a certain number of times. For example, the loop **FOR X=1 TO 5:PRINT 2*X:NEXT X** would cause the computer to print the two times table up to five.

GOTO This statement tells the computer to go to the specified line, missing out any lines in-between. It is often used with **IF.....THEN** (see below) and is only operated if certain conditions are true. Be careful when using **GOTOs**, as it's easy to have the program jumping backward and forward so much that it is impossible to read.

HGR This sets the high resolution graphics mode on the Apple.

HPLOT This places a set of x, y coordinates on the Apple screen. If **HPLOT** is followed by **TO**, it draws a line from the last point plotted to the coordinates indicated. This works both horizontally and vertically.

IF.....THEN This is used as a way of telling the computer to do something only when certain conditions are true. This instruction often looks something like this: **IF score=LE THEN WO=1.**

INT **INT** is short for integer, and instructs the computer to make a whole number of a figure with decimal places in it. It is often used in conjunction with the **RND** command which instructs the computer to generate a random number (see below).

LEFT$ This instruction is used to copy part of a string, starting at the left-hand end. It is followed in brackets by the string name and the number of characters to be copied.

LET This is one way of giving the computer information. In some programs there may be statements such as: **X=10**. This simply means that the number ten is stored under the label X. It is often clearer to write: **LET X=10**
The **LET** statement also gives rise to something that at first sight seems illogical, if not impossible. In many programs you will see things like: **LET X=X+1**
Of course, in mathematical terms **X** can't equal **X+1**. All this type of statement means is "increase the value of whatever is stored in **X** by one."

LIST This makes the computer display whatever program it has in its memory. You can **LIST** single lines, or parts of a program by following the **LIST** with appropriate line numbers.

MID$ This is used to copy the middle part of a string. It is followed in brackets by the string name, the start position, and the number of characters to be copied.

PEEK This instruction looks at a particular memory location. It is often associated with **POKE**.

PIXEL This represents a point on the grid in graphics mode. The number of pixels per screen is determined by the quality of the graphics, e.g. high or low resolution mode.

POKE This stores numeric information in the computer's memory. It is often used for sound and places a binary number in a particular location.

PRINT This tells the computer to display something on the screen.

RIGHT$** Similar to **LEFT$, but copies the right-hand end of a string.

RND This instruction makes the computer generate a random number. The precise instruction varies between different models of computer.

shape tables These are used to define the shape of a graphic on the screen on the Apple IIe. They are stored in tables, so that they can be called up easily when required.

sprite A sprite is a user-defined character on the Commodore 64 computer. It is a small area of the graphics screen which can be moved around and switched on and off with ease. A maximum of eight different sprites can be defined.

STEP The **STEP** statement is always used following a **FOR....** statement. It indicates the amount that the variable should be changed for each operation. For example: **FOR X=0 TO 20 STEP 5: PRINT X: NEXT X** would mean that **X** would rise in steps of five, so that the computer would print 0, 5, 10, 15, 20.

XDRAW This stands for "e**X**clusive **DRAW**." It is an instruction used on the Apple IIe. It combines what is being drawn "exclusively" with what is behind it. This means that it can be drawn over a background, and the background will return when the drawing is blanked out. It also means that when the same shape is "e**X**clusively **DRAW**n" in the same place twice, it disappears.

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